



Get your adrenalin pumping with the latest in the futuristic racing series, Wip3out. Your challenge is to outrun the stars of the Anti-Gravity Racing League, using your deft flying skills and an array of powerful weapons. The competition is staged across eight sleek new circuits, and now features a two player split-screen mode and a banging soundtrack by DJ Sasha. All up, it's the most hardcore assault on your senses yet. www.playstation.com.au



G



on the cd



The best fighting game ever, the best mini-racer ever, potentially the best football game ever, the best skateboarding sim there has ever been, the best party game on PlayStation and also the best puzzle game involving the capture of laboratory rats from outer space. All these and more are on this month's *PSM* CD. Once again we are the only magazine to bring you PlayStation demos never before seen in the Southern hemisphere. The best demos of the best games. First.

Highlights of this month's disc include the highly addictive *Tony Hawk's Skateboarding*, the very silly fun to be had with *Um Jammer Lammy*, and the manic racing of *Speed Freaks*. Then, tucked away very politely in the corner, is *Tekken 3* – only the best fighting game ever produced.

So, until *Wipeout 3*, *Soul Reaver*, *RC Stunt Copter*, *Lego Racers*, *No Fear Downhill* and *Point Blank 2* next month, you'll have to put up with these for now. Sorry!



Style of Demo: Playable
Style of Game: Skateboard sim
Developer: Activision

Tony Hawk's Skateboarding

With both Single and Two-player split-screen modes available in our demo, you can see why this surprisingly exciting sim has ground the office to a halt. Easy to pick up but a bugger to put down afterwards, practice makes perfect with this game – and boy are we practising.



Style of Demo: Playable
Style of Game: Rock / Rap 'em up
Developer: Sony

Um Jammer Lammy

The ultimate PlayStation party game may be dancing to a different kind of beat but it's still the same sort of gig. In our demo you have to follow Chop Chop Master Onion's lead if you want to help Lammy find stardom. The two-player demo next month...



But if a baby were to come, crying out loud.

Style of Demo: Playable
Style of Game: 3D Platformer
Developer: Infogrames

Bugs Bunny

Our favourite wabbit is *Lost in Time*, as the game's sub-title suggests, and the aim is to get back to the present day avoiding Elmer Fudd and his clones. Sounds ridiculous, but is seriously fun. Try a whole level for yourself and tell us you don't secretly love it.



Style of Demo: Playable
Style of Game: Futuristic fighting
Developer: Titus

Evil Zone

Fast-paced fighting is nothing new, but the manga-style animation of *Evil Zone* means that this fight fest from the future is a beat 'em up with a difference. Play our demo as schoolgirl Setsuna, but don't be too rough.



Style of Demo: Playable
Style of Game: Puzzler
Developer: Mindscape

Rat Attack

You're the cool cat that's out to catch rats. Simple as that. Or so you think... In our demo complete four levels in single player mode before taking on friends in the multi-player level. There's a rat in your kitchen what are ya gonna do?



Style of Demo: Video
Style of Game: Soccer Sim
Developer: Sony

This Is Football

They say football, they mean soccer. Sony have high hopes for this would-be *FIFA*-beater, and from what we've seen they may have a soccer sim to be proud of. Is it as good as *ISS Pro*, though? Only 364 consecutive lunchtimes in the PSM office will tell.



Style of Demo: Full playable game
Style of Game: Space Sim
Developer: Yaroze

Decaying Orbit

While Bugs is *Lost in Time*, you are all alone lost in space. And while Elmer Fudd isn't out to get you, there are the tricky matters of nebulae, planets and aliens to avoid. Try making your way home as all manner of the unspeakable attack.



Style of Demo: Full playable game
Style of Game: Strategy
Developer: Yaroze

Tanx

This is a two-player demo only, so go grab a mate quick. In a similar vein to *Return Fire*, the object of the game is to manoeuvre tanks (Tanx) so that you capture flags before your opponents. This has three modes and all of them are great fun.



Style of Demo: Playable
Style of Game: Kart racer
Developer: Funsoft

Speed Freaks

This is fantastic multi-player fun which even tops the SNES version of *Mario Kart*. Choose from six characters in either Single, Multiplayer or Demo Modes. Slap this in your PlayStation now but please don't miss work or end relationships as a result of it.



Style of Demo: Playable
Style of Game: Beat 'em up
Developer: Namco

Tekken 3

And as a little treat squeezed on at the end we give you undoubtedly the best fighting game in the world, ever. No, really. The all-conquering Namco scrapper is now available on the Platinum range, so as a quick reminder of what a bargain that is, let battle commence...



If *The Matrix* took you to another world,

let *The Thirteenth Floor* take you to another universe ... or two.

A sci-fi thriller where parallel times collide, on the thirteenth floor
no one is who they seem ... or are they?

QUESTION · REALITY.



ROLAND EMMERICH PRESENTS

THE THIRTEENTH FLOOR

(M)

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You can go there even though it doesn't exist.

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PREVIEW NOW at www.columbiatristarfilms.com.au

AT CINEMAS SEPTEMBER 2

START

G'day!

It was always going to be tough improving on last month's issue - what with that free disc holder and the anticlimax we felt after the Readers Top 50 Awards - so generally we didn't bother trying. Okay, so 'I didn't bother' would be more accurate. As soon as we got a copy of *Wipeout 3* in the office I just sat on my arse for three weeks humming along to Sesame and giving myself severe motion sickness. It's absolutely fantastic. And I wasn't even reviewing the game. Jason Hill gives his thoughts on the futuristic racer on page 68. We bring you the playable demo next month so that you can check on his verdict.

Elsewhere in the issue we have interviews with the creators of *Resident Evil 3* and *Die Hard Trilogy 2*, as well as with boxer Prince Naseem. We go behind the scenes of *Theme Park World*, and we bring you the games that time forgot. Superb titles cast into the bargain bin of life, which could be yours for next to nothing if you seek them out. And then there's *South Park*. I'm totally alone in the office when it comes to my hatred of this cheesy poofs nonsense. As far as I'm concerned it's a badly drawn version of *The Simpsons* which swaps biting satire of the American psyche for fart gags, and exchanges hilarious wry observations of human frailties for swear words. Still, it you're like the majority of the *PSM* team then you probably love it, so you'll be more than pleased with our review of the first *South Park* game for PlayStation and the exclusive five-page feature on its creators. Me, I think it's just bloody nonsense. Anyway, there you go, I've said it. I bet they'll go and make me look stupid now...

Rob Legley

PHOTOGRAPHY BY GEORGIA MOXHAM. SOUTH PARK ART SUPPLIED BY SBS TELEVISION & AUSTRALIA

The *PSM* Team

Jason Hill

"I've got chocolate salty balls," said Jason in his new guise as Chef. "Er, well, take some time off if you want," replied Rob sheepishly, "but keep it to yourself mate, I'm having my lunch". The humour of *South Park* was already going over the Editor's head.



Judie Siu

Always the most fashionable of the *PSM* crew, Jude wasn't going to let being dressed as a *South Park* character effect her sartorial elegance. "Black is the new black," she said before heading out for a pack of cheesy poofs.



Fiona Tomarchio

"I've been puked on, again" said Fiona in her Wendy outfit. "Did Jason do it?" asked Rob. "I'm not sure he's feeling himself today. He was complaining of, er, men's problems earlier." "No, it was Stan, of course," said Fiona/Wendy. "Of course..." replied a bemused Rob.



Naomi Gordon

"Can you see properly under that hood?" asked a concerned Rob. "It's okay," said Naomi. "I'm Kenny, I'm the one that dies every week. It's because my family is so poor, God punishes us." Rob stared at her for a while. "Yeah, whatever," he mumbled.



Andrew Iredale

You'd have never thought that mild-mannered Andrew was Satan, but after further investigation this does actually appear to be the case. A smell of sulphur whenever he enters the room together with his love of *Devil Dice* were the main clues.



Richie Young

Kyle is the smart one and so Richie was the obvious choice. "Have you seen the cow-launcher I've made" he asked. "What's it for?" replied Rob. "Launching cows," said Richie.



Nino

It seemed only right that Nino should be Stan, the cool-looking leader who plays quarterback for the South Park Cows. "Oh my God! They killed Kenny!" wept Nino. "Kenny who?" Rob asked. "Never mind," said the rest of the *PSM* team.



Georgia Moxham

"Georgia, surely you're not going to spout any of this *South Park* rubbish at me are you?" asked Rob in desperation. "Move along, none of this is happening," was her surreal response. "Thank God!" said Rob. "Now who's got my cheesy poofs?"

38&76

SOUTH PARK
THE FIRST BITCHING REVIEW AND
ONE MOTHER OF A FEATURE



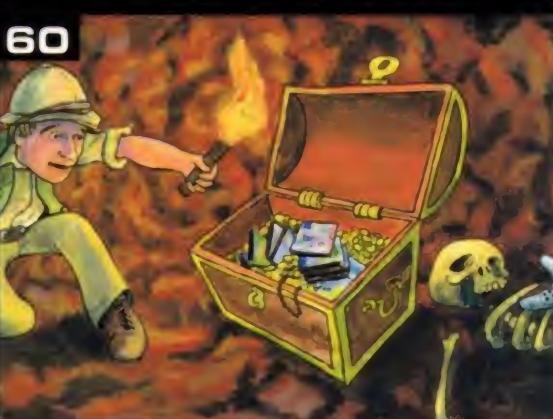
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Editorial Address

Official PlayStation Magazine
ACP Publishing Pty Limited
54 Park Street
Sydney NSW 2028
Telephone: (02) 9282 8356
Fax: (02) 9282 8862
E-mail: playstation@acp.com.au

Subscriptions

Reply Paid 764
Official PlayStation Magazine
GPO Box 4967
Sydney NSW 2028
Telephone: 9260 0000 (Sydney callers)
1800 252 515 (elsewhere - Freecall)
Monday to Friday (8.30am-7pm EST)
(02) 9267 1088 (after hours)
Fax: (02) 9267 4363

The Official Team

Editor
Rob Pegley

Art Director
Judie Siu

Deputy Editor
Jason Hill

Chief Sub Editor
Fiona Tomarchio

Designer
Naomi Gordon

Editorial Assistant
Richie Young

Contributing Editor
Andrew Iredale

Writers: Stuart Clarke, Steve Polak, George Soropos, Mike Wilcox, Mike Goldsmith, Pete Wilson, James Price, Daniel Griffiths, Steve Bradley, Keith Stuart, Sam Richards, Alex Bickham, Steve Mennett, Dan Mayers, Andrew Collins, Arron Taylor, Steve Faragher, Kieron Gillen, Dean Evans, Nicolas di Costanza, David Harrison and Oliver Hurley

Photography: Rob Shaw, Richie Young, Valerie Martin, Norman Buckley

Illustrations: Paul Harrison, Tam Morris, Chris Wohl

Behind the scenes

National Advertising Manager
Rachel Lavell (02) 9282 8466
Advertising Victoria Eiran Tretiowan (03) 9823 6305
Production Manager Dean Porter
Production Editor Paul Dempsey
Editorial Coordinator Maha Lolas
Marketing Director Karen Deveson
Senior Brand Manager Danielle Govers
Distribution David Johnstone
Circulation Manager Carolyn Deall
Research Katrina Neal
Advertising Sales Director Peter Zavecz

In the suits

Publisher Chris Gibson
Group Publisher Nick Chan
Managing Director John Alexander

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PLANET PlayStation

In *Planet PlayStation*, *PSM* travels the globe in search of the latest news, the best accessories and the most important people in the PlayStation world.



One of videogaming's biggest assets.

EIDOS RELEASES FIRST DETAILS OF LARA'S NEXT RAID

TOMBFOR IMPROVEMENT

JASON HILL PREPARES TO GO FORTH WITH LARA IN *TOMB RAIDER: THE LAST REVELATION*



Two of the '90s' great female icons come together – Lara in her one-time appearance with Ally McBeal.

Tomb Raider: *The Last Revelation* will be a great contrast to Lara's last two globe-trotting titles, and is based entirely in Egypt. Most of the game takes place in underground burial complexes and other ancient locales. Despite rumours, the game is not a prequel, but it is a return to the style of the original game.

Each level has clear objectives and, unlike the vast open spaces prevalent in Lara's previous two outings, they feature smaller locations. The aim is to create a more tightly focused and detailed game, with more emphasis on gameplay and a shift away from senseless combat and back to puzzle-solving. But *The Last Revelation* will have plenty of new features. The delectable Ms Croft has been remodelled, adding more detail to her appearance and movements, and the team has taken the opportunity to extend the range of actions she can perform. Not only do these new moves look cool, but they have also allowed the introduction of new trap and puzzle mechanisms to negotiate.

Perhaps the most significant change is to the inventory system. The release of the game will make that Lucozade ad seem completely out-of-date, because it sees the end of the familiar inventory rings. The redesigned interface is more flexible, enabling items to be collected, stored and combined. Applying this system has enabled the development of new types of mind-benders that go far beyond the simple pull-this-lever or push-that-button puzzles of the previous *Tomb Raider* games.

As expected, the graphics have been given an overhaul, resulting in more detailed and realistic environments. The new lighting system permits spotlighting, and different surfaces can reflect or absorb light, adding to the atmosphere.

The plot is still a secret, but revolves around ancient Egyptian mythology. The lure of an undiscovered tomb in the Egyptian desert pulls Lara into a deadly sequence of events that threaten the future of the world. It seems Lara inadvertently releases something very nasty after breaking into the tomb. Look out for Lara in November.





A fine pair, over which she has astounding control at all times. Guns. Obviously.



Lara prepares to enter the Temple of Love. Romance among the ruins? We do hope so: Lara has surely been on her own for way too long. Blimey, even Barbie has her Ken.



BUBBLYBODY'S GOLF 2 TO TBB-OPP BOON EVERYBODY'S SHAPPY

EVERYBODY'S WANTS TO RULE THE WORLD

Camelot is hard at work on a sequel to everybody's favourite golf game. The arcade-style *Everybody's Golf* surprised many players with its deceptively cute presentation hiding a very comprehensive and addictive golf simulation, although it didn't sell as well as it deserved in Australia.

PSM caught up with executive producer, Yasuhide Kobayashi. "When you first take a look at the game you immediately understand the game is different. I wanted to make a game that was very Japanese-looking," said Kobayashi-san.

Apart from a visual revamp, there have been several important additions including different club

sets, a choice of balls and the inclusion of seasonal features. "In summer, players will hear cicadas. Players will see dead leaves in autumn and play under the snow in winter."

"These improvements are related to the graphics, but we also work to improve the game characteristics. In summer for example, the rough will be deep. In winter the wind will be strong, but the rough will not be so long so it will be easier to hit the ball out."

The game features 13 characters, five club sets and six types of ball to wallop around the seasonally adjusted courses once you've beaten its Tour Mode. It should be released early next year.



Woody from Toy Story is a hidden character.



Rumours of using "Bitchin' Shot" were denied.

BYTES

Just after PSM went to press last month, LucasArts announced it had decided not to continue development on *Star Wars: Episode One Racer* for PlayStation. A company rep wrote: "The company is refocusing its resources in anticipation of new titles, both *Star Wars* and original, for current and emerging platforms." Sorry, folks.

EA has renamed its new cartoonish golf simulation starring Tiger Woods. *Cyber Tiger* should be released in October. Meanwhile, Eidos has shortened the name of *Omikron: The Nomad Soul* simply to *The Nomad Soul*. There are also rumours it has been delayed. *Trick 'N' Snowboarders* is coming to Australia soon, a port of the Japanese hit *Tricky Sliders* from Capcom. Most attention will be on the hidden characters, which include Leon and Claire from *Resident Evil 2*, and even a zombie cop. Westwood is bringing strategy point-and-clicker *Dune 2000* from the PC to PlayStation. *Dune 2000* is a remake of *Dune 2*, based on the David Lynch film the predecessor to the company's more popular *Command & Conquer* series. Publisher EA is promising it will not be a lazy port and will offer two-player via link cable.

STEALING HERUBA

Despite (or perhaps, because of) the controversy surrounding its subject matter, *Grand Theft Auto* has proved hugely successful, and the healthy sales of the *London: 1969* mission pack show that it's as popular as ever. It's hardly surprising, then, that Take 2 is soon to release *Grand Theft Auto 2*.

GTA 2 is based on the same basic concept as the original – as an up-and-coming young criminal genius, you must navigate around the highways and byways of the urban jungle: stealing cars, performing tasks for a variety of unsavoury types, engaging in numerous acts of senseless violence and dodging the attentions of the wallopers.

Beyond this basic framework, though, everything about *GTA*

2 is set to be bigger and better. For starters, while *GTA 2* takes place in a single city, this vast metropolis is significantly larger than all three of the original's put together.

Six competing gangs vie for control of the city's underworld. Rather than anonymous voices on the phone, it's these gangs that set your lucrative missions. However, working for one gang will inevitably upset another and you'll quickly find yourself with just as many enemies as friends.

As well as innocent bystanders, you'll come across muggers, psychopaths, other car thieves, assassins, whole families out for the day, queues of people at bus stops and much, much more. Throw in twice as many vehicles as the original, the ability to recruit guards and followers of your own, and intelligent and resourceful law enforcement agencies, and *GTA 2* is shaping up to be an underworld delight.

We're currently plugging away on a big feature about the making of *GTA 2* for next month's PSM.

The game should be out in October.



Expect twice as much car-crash as the original...



...and a huge body count.

NO VEHICLES IN MICRO MACHINES 4?

THE BIGGEST LITTLE RACER RETURNS
WITH A MASSIVE SHOCK

Word has leaked out that top developer Codemasters is planning a new game in the multi-playtastic *Micro Machines* series. PSM can reveal that it has the working title *Micro Machines 4* and is likely to reach your PlayStation around Yuletide. While it's thought that the new game remains faithful to the original in many respects – you rampage around bathrooms, frolic across kitchen work-surfaces, dodging pints of milk, plug-holes and other hazards – the big surprise is that it will not feature any vehicles. Quite what you will be tonking about in the over-sized locations is still a mystery, but sources close to Codemasters have told PSM that *MM 4* will use an updated version of the *Micro Machines V3* engine, and lessons learnt from racing best-sellers *Colin McRae Rally* and *TOCA*. There's yet to be any official announcement on the new project, except the release of this bizarre image of a disfigured biped called 'Little Bastard' (!). More details soon.



The stars of MM 4:
'Little Bastard'



CLOSE TO KICK-OFF

Sony is putting the finishing touches to its hyper-realistic soccer simulation, *This is Soccer* – the renamed version of *This is Football* which features on this month's demo disc.

It's going to have to be brilliant to trump *FIFA* and *ISS*, but it looks extremely promising. Sony's aim has been to create a game that plays more like a real game of soccer, with incredible attention to detail, a flexible control system and revolutionary replays. The game also features nearly 100 international squads and the premier teams from across Europe. *This is Soccer* will be released in October.



A young man could do himself damage kicking his leg up like that. Just look at the poor bloke's face. Ouch!



Shoot first, don't even bother to ask questions later.



Quake could blow away all opposition into oblivion.

QUAKE IS HEADING OUR WAY: RECALIBRATE YOUR RICHTER SCALE!

PIECE OF QUAKE

LOSE YOUR HEART TO A STARSHIP TROOPER

Quake: less a simple first-person shooter in gloomy tunnels, more a globally honoured gaming religion. Id Software now invites PlayStation owners to sign up to the cult. Who needs cute platform-leaping animals? Who wants another ho-hum racer? When instead you can dunk your face in the simple, wickedly addictive pleasures of one heavily armed space marine against unstoppable alien odds.

Without cutting any corners, developer HammerHead has re-created the original game's techno-urban look (liberally redecorated with hellish splatter) to impressive effect. Better still, the PC-to-PlayStation conversion moves unbelievably smoothly; its clean, clear graphics are devoid of the sort of glitching that has plagued many of the PlayStation's 3D games.

Of course, *Quake II* is a triumph of style and dynamically lit design over narrative content. It has a story of sorts – a half-sketched yarn about a lone soldier facing thousands of gun-hefting ETs. But it's mere background colour sloshed over the wildly obsessive strafe/kill/jump/swim gameplay that PC owners have been teasing everybody about for ages. And the key to this infectious playability is the Deathmatch Mode. The mission-based levels

(some of which are unique to the PlayStation) are gripping. The superbly realised, real-time lighting effects are breathtaking. But it's the two- and four-player, split-screen multiplayer modes that cram *Quake II* full of adrenaline-pumped menace and atmosphere. With fully customisable controls (including Dual Shock support) and the most thrilling gameplay available through any lump of grey plastic anywhere, Id Software's latest masterpiece could be the greatest, sleep-depriving game you play this year. Lots more next issue. We promise.



Just imagine four-player Quake on your telly at home!



PRIZES TO FREAK OVER!

Win your very own copy of the PlayStation's greatest kart racer, *Multi Tap*, or play with your friends

Those super speedy, super freaky folks at Sony have given us five fantastic *Speed Freaks* packs to give away to lucky *PSM* readers to celebrate the release of the game. The limited-edition *Speed Freaks* bundles feature a copy of PlayStation's best kart racer (8/10, *PSM* 25) plus a *Multi Tap* so you can enjoy the brilliant four-player racing action. The packs normally cost \$109.95. To win, all you need to do is answer the following perplexing question: Which of the following power-ups can you use to crush your wretched opponents when playing *Speed Freaks*?

- Bananas, pointed sticks and mangos in syrup.
- Stinky skunks, mole patrols and exploding sheep.
- Rocket launchers, plasma rifles and the BFG.
- Sticks, stones and broken bones.
- Missiles, slime and tyre pops.

Pop your name, address and answer on the back of an envelope and send to 'Freak Show', *Official Australian PlayStation Magazine*, PO Box 4089, Sydney NSW 1028. Entries close Sept 30.

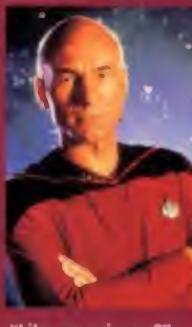


Don't try this in your Commodore... kids.

IGHT ON THE BETA QUADRANT

Prepare to enter space, the final frontier: Activision is bringing *Star Trek* to the PlayStation. Based in the *Next Generation* universe, the game places players in control of the Federation's newest single-pilot fighters, charged with investigating strange space anomalies, defending the Federation against alien threats and uncovering the mystery which has opened a rift in the Beta Quadrant. Phew! Sounds like hard work.

Activision says the game is "a visually stunning, fast-paced space shooter." It features 30 diverse missions in which players pilot multiple ships. As they progress through the missions, players will encounter classic *Star Trek* characters, including Borg and those pesky Klingons, plus a never-before-seen alien race. Cut scenes enhance the overall experience. The game is being developed by Warthog for a mid-2000 release.



"Like my pyjamas?"

SPRi
DOWE

THIS MONTH'S
THOUGHT FROM THE
GAMING HOSTERS
WITH THE MOSTEST...

I thought sports games were boring. I'd never played one – I just assumed. Watching sport on telly puts me to sleep in two seconds, so why would a game be any different?

Well after playing a game or two, I'll admit it. I was... well, I was erm... Okay! I was **WRONG!**

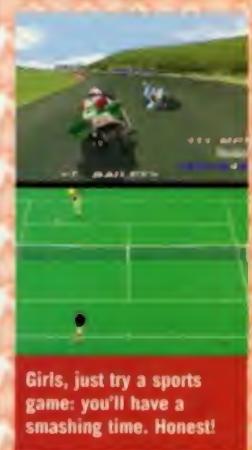
Sports games are so much fun – especially with two or more players. It has only recently dawned on me that sport sims offer exactly the same fantasy element as any other 'real-world' game. They allow you to get out there and dream that you really do possess those skills, after watching the pros make it look so easy.

Winning a match in Anna Kournikova's *Smash Court Tennis* is just as satisfying as zooming around in a Subaru Impreza in *V-Rally 2*. So you don't get prize money, but you're not paying off a \$40,000 car loan either...

It's unfortunate that we're not all genetically engineered to be 'naturally talented' at sport. But have you ever considered that the pros are most likely crap at PlayStation? No, didn't think so. Well until someone proves otherwise, there's nothing stopping us thinking that's the case. From the interviews *PSM* has featured on sports pros like Shane Warne and Ari Vatanen, they'd be lucky if they knew how to turn the darn thing on!

So go and fire up your copy of *Shane Warne Cricket* and *V-Rally 2* and kick their butts!

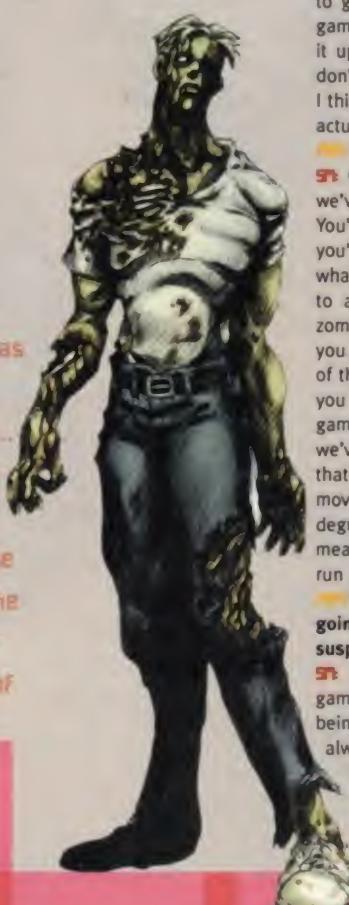
Or better still, anyone for tennis?



Girls, just try a sports game: you'll have a smashing time. Honest!



TUNE OUT WITH TWIX



"Anyone got a bib for Mr Mikami?" we cried as he sat there drooling over his lovely games... He's a busy man at the moment, but Shinji Mikami managed to take time out to give *PSM* the low-down on his latest addition to the world of *Resident Evil*, *Nemesis*.

Official PlayStation Magazine Can you describe *Resi 3* in 100 words?

Shinji Mikami: Impossible. For a start, it's too big to get all the details down. The depth of the game is such that we can't even begin to sum it up. On top of that, of course, is the fact I don't want to spoil any of the fun for the players. I think it's better that they wait until the game actually hits the shelves.

Is there anything in it that's totally new?

SM: Quite a few things actually! For example, we've incorporated a lot more player flexibility. You'll reach certain points and the conditions you're in at that time, like if you're cornered or whatever, will enable you to do certain things to avoid the danger. In this installment the zombies are a lot more agile. Whereas before you could dash up a flight of stairs to get out of their way, this time the creatures will follow you all the way up. We think this will make the game a lot more fast-moving. With this game we've also tried to make the playable characters that much more flexible. We're adding a new move whereby the player can spin round 180 degrees at the drop of a hat. This is going to mean that you can attack a zombie, or conversely run away, that much more quickly.

Would we be right in thinking this episode's going to reach new heights of spine-chilling suspense?

SM: A lot of the changes we're making in this game enhance the feeling that you're continually being hunted down. Or at least ensure you're always aware of an eerie sense that there are creatures prowling around in the dark, ready to viciously strike you down at any moment.

Planning to balance the gore with a bit of romance? Claire's a very desirable lady, you know!

SM: Well... I couldn't possibly tell you that. Some things should be kept private.

Are we going to get any leads as to what happened with the Jill and Chris stories?

SM: As it stands we're not going to follow what happens to Chris; the main character in this game is Jill. But it'll basically kick off from the tail end of *Resi 2*. Whether Chris turns up later is a different story...

Apparently the game's set 24 hours before and after *Resi 2*. Can you tell us how that's going to work?

SM: If I tell you how the story's setup, playing the game won't be as interesting as it should be. Honestly, I'm not trying to stand on anyone's toes - it's just that I really don't want to spoil any of the enjoyment.

We've heard talk of a character that goes by the name of Carlos. Can you tell us any more?

SM: Sure, there's a mysterious character called Carlos worked into the plot. Part of the game involves finding out all about him and his past, so I'm not really going to say too much here. Suffice to say all is not what it seems...

Presumably there's another batch of zombies to take down. Can you tell us about any other monsters we'll be up against?

SM: Zombies are the very essence of the *Resident Evil* series. Without them it wouldn't be the game it is, so yes, expect to see legions of the undead shuffling round the city. We've





designed a huge number of new zombies for this game and kitted them out in a variety of outfits, so there'll be plenty to feast your eyes on.

Can you tell us how big this game is compared to the previous installment?

SN Resident Evil 2 was targeted at the mass market, so-called "light users". We'd like to make Resident Evil 3 as enjoyable a game as possible to the core fans of the Resident Evil series.

How versatile are these characters going to be? Can they run, jump and climb around their environment?

SN With Resi 3, there's a whole set of new ways of avoiding contact with the monsters you encounter. We've also thought about how you actually tackle the zombies. One example we're

technical aspect of the game's out of bounds.

How are you handling the camera angles? Are you aiming for something more cinematic?

SN In many ways, yes. Basically, what you'll be seeing in Resi 3 will be as close as possible to the style of camera work you see on the silver screen.

What have you got planned for the cut scenes – huge FMV sequences in Technicolor?

SN The FMVs in this game are really going to be something special. We are trying to concentrate on creating footage that impresses on the player the technical possibilities of FMV, as well as being extraordinarily cool and, of course, explaining the plot.

What aspect of the game are you most proud of?

Resident Evil: Nemesis enhances the feeling that you're continually being hunted down and that there are creatures prowling around in the dark.

"The player can spin round 180 degrees at the drop of a hat... This is going to mean you can attack a zombie... or run away more quickly" – Shinji Mikami

working on at the moment is a rolling attack, which you'll be able to use to parry any enemy strikes. That's looking very cool indeed.

Are you going to revamp the inventory system?

SN We haven't really thought about that section at the moment. We'll probably have a look at it later on in the development though.

How are you making sure that the graphics remain top-notch?

SN Pretty much the same way everyone else does. We've put together one of the best teams of graphic designers in the industry. The quality of the work they're doing at the moment really is quite phenomenal.

Any plans for a new engine?

SN Now that's definitely something I can't comment on at this stage. The whole

Where do I start? Okay, here are the top five best things about the game in no particular order:

1. You'll have complete freedom of movement throughout.
2. Some of the actions you'll be able to do are very cool.
3. You'll be able to branch off into multiple storylines so the replay value is kept high.
4. The FMVs are way COOL!
5. Zombies, zombies, zombies and more zombies.

Why should people choose Resi 3 over the competition?

SN There are a lot of spooky games around at the moment. But we can't stress this highly enough: Resi 3 isn't just about the chilling suspense and the mind-bending terror, although that's all there. It's very heavily focused on great gameplay. Which at the end of the day is what counts.

Tell us something top secret about Resident Evil 3 that no-one else knows.

SN We're keeping it all under wraps until you get to see the game. (Ta for that... – Ed)



Shinji Mikami



Company: Capcom
Job title: Producer
Gaming history: Resident Evil (director) and Resident Evil 2 (producer).
Influences on this game: George Romero and our previous efforts in this genre.
Your favourite ever game: The Legend of Zelda on SNES.





a ton of stuff...

Games guru Stuart Clarke presents the 100 most influential videogames since time began. Well, since *Pong*, anyway.

- 01 **Pac-Man** (Arcade): The first real game hero – a hungry yellow mouth.
- 02 **Doom** (PC): It wasn't the first first person perspective action game, but it was the definitive one.
- 03 **Wipeout** (PlayStation): Stylish graphic design, real bands on the soundtrack and an adult marketing campaign – videogames move to a whole new level.
- 04 **Space Invaders** (Arcade): The classic arcade hit from the late 1970s that spawned hundreds of clones.
- 05 **Tomb Raider** (PlayStation): Lara brought sex appeal – and female interest – to gaming.
- 06 **Dune 2** (PC): Real-time strategy is born and becomes one of the biggest game genres of the 1990s.
- 07 **Super Mario 64** (Nintendo 64): Nintendo's mascot was the first platform hero running around in a 3D world.
- 08 **Pong** (Arcade): Possibly the first computer game ever made (now that's influential).
- 09 **Gran Turismo** (PlayStation): Sony Japan's driving classic had plenty of attention to detail.
- 10 **Sonic** (Megadrive): Sonic brought speed to platform gaming and made the Megadrive the console of the early Nineties.
- 11 **Tetris** (Arcade): The Russian-made puzzle game made millions of players dream of falling blocks.
- 12 **Metal Gear Solid** (PlayStation): Suddenly the term 'interactive movie' didn't seem so nerdy after all...
- 13 **Quake** (PC): Quake brought *Doom* into 3D and started the Internet deathmatch craze.
- 14 **Wolfenstein 3D** (PC): This was id Software's first person shooter before *Doom*.
- 15 **Command & Conquer** (PC): Real-time strategy goes ballistic thanks to the multiplayer component.
- 16 **Elite** (Commodore 64): Free-flowing space adventure from the Eighties that still stands tall.
- 17 **Lethal Enforcers** (Arcade): The first arcade gun game with realistic enemies.
- 18 **Time Crisis** (Arcade): Revolutionised the arcade shooter with the 'duck' pedal.
- 19 **Grand Prix** (PC): Geoff Crammond's meticulous masterpiece defined 'attention to detail'.
- 20 **Zelda** (Super Nintendo): Shigeru Miyamoto's classic series of RPGs.
- 21 **Final Fantasy** (PlayStation): Squaresoft's equally classic answer to the *Zelda* series.
- 22 **Ultima** (PC): This is the classic western (as opposed to Japanese) RPG series.
- 23 **PaRappa the Rapper** (PlayStation): Almost single-handedly created a music games genre.
- 24 **Kings Quest** (PC): The biggest selling PC adventure game series – ever.
- 25 **Leisure Suit Larry** (PC): One of the first 'adult' titles (ie smutty jokes and scantily clad women).
- 26 **Prince of Persia** (Apple II): Realistic character animation and cut-scene storyline makes this a highly influential platform action title.
- 27 **Grand Theft Auto** (PC): Adult gaming at its criminally best.
- 28 **SimCity** (PC): This was the first 'sim' game and launched a hundred imitators.
- 29 **FIFA Soccer** (PlayStation): EA's soccer classic remains the best sporting video game.
- 30 **Road Rash** (Megadrive): *Road Rash* brought violence to racing (and real hard-rocking soundtracks in later versions).
- 31 **Lemmings** (Amiga): Trying to save suicidal green-haired morons kept millions up late at night.
- 32 **Combat** (Atari 2600): Addictive one-on-one action – tanks with ricocheting bullets.
- 33 **Galaga** (Arcade): It was *Space Invaders* but faster, and the two-player mode rocked.

- 34 **Moon Patrol** (Arcade): One of the first side-scrolling platformers.
- 35 **Half-Life** (PC): Added a real storyline to first-person-perspective action.
- 36 **Tekken** (PlayStation): Signalled the beat 'em up had entered a new era.
- 37 **Zork** (Commodore 64): The fiendishly difficult adventure series (started out as text-only).
- 38 **Ultima Underworld** (PC): An early mix of RPG and first-person-perspective action.
- 39 **Metroid** (Super Nintendo): Nintendo's Samus was one of the few female game heroes before Lara.
- 40 **Theme Park** (PC): Mixing simulation with action (of the roller-coaster variety).
- 41 **Streetfighter 2** (Arcade): This game has had more versions than any other. The definitive 2D fighting game.
- 42 **Mortal Kombat** (Arcade): The game's violence and graphic quality pushed fighting games to a new level.
- 43 **Virtua Fighter** (Arcade): Fighting games enter the third dimension.
- 44 **Pitfall** (Atari 2600): Pitfall Harry was one of the first platform heroes.
- 45 **Ridge Racer** (PlayStation): Arcade racing with unique handling.
- 46 **Virtua Racing** (Arcade): The first arcade racer into full 3D.
- 47 **Myst** (PC): It was probably still the world's best-selling computer game.
- 48 **Marble Madness** (Arcade): Influential graphical style and addictive gameplay.
- 49 **Donkey Kong** (Arcade): DK has had many versions and become one of gaming's true icons.
- 50 **Asteroids** (Arcade): The 'wrap-around' screen was a first.
- 51 **Lode Runner** (Commodore 64): Simple yet addictive platformer from the Eighties.
- 52 **Mario Kart** (Super Nintendo): The definitive kart combat/racing game in successive versions.
- 53 **NBA Jam** (Arcade): *NBA Jam* brought fantasy and fun to sports games ("He's on fire!!!").
- 54 **Castlevania** (NES): Konami's classic zombie-slaying adventure has stood the test of time.
- 55 **Gauntlet** (Arcade): Four-player dungeon action.
- 56 **Abe's Oddysee** (PlayStation): Innovative in so many ways.
- 57 **Choplifter** (Arcade): An early Eighties chopper game where you had hostages to rescue.
- 58 **Final Fight** (Arcade): The scrolling beat 'em up that inspired countless clones.
- 59 **Secret of Monkey Island** (PC): Humour, adventure and fiendishly tough puzzles made *Monkey Island* an all-time classic.
- 60 **Breakout** (Arcade): It's *Pong* for one player – break through the wall.
- 61 **Wing Commander** (PC): WC3 was one of the first games to feature extensive full-motion video in the quest for 'interactive movie' status.
- 62 **Carmageddon** (PC): Mowing down pedestrians for points caused the expected controversy for this racing game.
- 63 **Resident Evil** (PlayStation): Horror comes to video games.
- 64 **Phantasmagoria** (PC): It was banned in Australia for slight sexual content, showing the inadequacies of our games classification system.
- 65 **Moonwalker** (Megadrive): Michael Jackson, the first music star to appear in a videogame.
- 66 **Falcon 3.0** (PC): The definitive military flight sim. *Falcon 4.0*, has just taken its place.
- 67 **Dark Forces** (PC): First game to let you look up and down in a first-person perspective shooter.
- 68 **Alone in the Dark** (PC): The French action/adventure made an impact with its inventive camera angles and polygon graphics.
- 69 **Californian Games** (Commodore 64): One of the first multiplayer, multi-event sports titles.
- 70 **Impossible Mission** (Commodore 64): Based on the TV series – brilliant early '80s action/puzzler ("Stay awhile, stay FOREVER").
- 71 **Out of this World** (PC): Complex, mysterious plot and realistic character animation.
- 72 **John Madden Football** (PC): Electronic Arts made American football popular worldwide.
- 73 **Syndicate** (PC): Violent cyber-punk strategy.





74 *Double Dragon* (Arcade): This fighting game was so popular it got a movie!

75 *Afterburner* (Arcade): The classic arcade flight sim – unrealistic but fun.

76 *Aladdin* (Super Nintendo): The first video game that looked as good as a cartoon.

77 *Starwing* (Super Nintendo): The classic space shooter.

78 *Way of the Exploding Fist* (Commodore 64): One of the first one-on-one fighting games – it's Aussie too!

79 *Pinball Fantasies* (Amiga): Probably the best pinball sim. Nothing has ever been better than the real thing, though.

80 *R-Type* (PlayStation): Seminal Japanese side-scrolling shooting fun.

81 *Karateka* (Apple II, Jordan (Prince of Persia))

Mechner's first game – a fighting title with ground-breaking animation.

82 *Ape Escape* (PlayStation): Inventive use of the PlayStation's Dual Shock controller.

83 *Samurai Shodown* (Arcade): A 2D fighting game with impressive 'zoom' effect.

84 *Way of the Warrior* (3DO): 3DO game that tried to outgross *Mortal Kombat*. Influential as it was made by Naughty Dog (who went on to do *Crash Bandicoot*) and had an Australian character, Shaky Jake.

85 *Night Trap* (Megadrive): Mega CD game that started all the classification fuss in Australia.

86 *Desert Strike* (Megadrive): Helicopter action in the desert, jungle, city and Soviet Union.

87 *Civilization* (PC): Build up a civilization that passes the test of time.

88 *Railroad Tycoon* (PC): Build a railway network that stands the test of time (and makes a lot of money).

89 *Bomberman* (Super Nintendo): Brilliant, explosive multiplayer fun.

90 *Bust a Groove* (PlayStation): A one-on-one dance-off? Who'd've thought...?

91 *Die Hard Trilogy* (PlayStation): A quality mix of game styles showed that movie conversions didn't have to suck (compare with No 99 in this list).

92 *Warcraft* (PC): The fantasy version of C&C brought humour and bright colours to real-time strategy.

93 *Zaxxon* (Arcade): An early Eighties shooter with an impressive isometric perspective.

94 *Age of Empires* (PC): Combining real-time strategy and real human history.

95 *Goldeneye* (Nintendo 64): James Bond saves the Nintendo 64 – albeit on a temporary basis.

96 *V-Rally 2* (PlayStation): The track editor in *V-Rally 2* is one of the best ever and points the way forward for driving games.

97 *Destruction Derby* (PlayStation): Who cares about gameplay when you can smash cars spectacularly?

98 *ET* (Atari 2600): Possibly the first movie-based game – and one so bad it helped destroy the games industry in the mid-'80s.

99 *Defender* (Arcade): Protect the humans and kill the aliens – the story of 90 per cent of videogames.

100 *Adventure* (Atari 2600): The very first action RPG.



XENA GETS DIGITISED

WIRED WARRIOR

THIS PRINCESS IS NO PROG-HISSE

With its potent mix of special effects, scantily clad heroines and leather-bodice-popping, sword-swinging action, it's hardly surprising that the *Xena* TV series has become something of a cult over the last couple of years. Roger Hector talked to *PSM* to explain how Universal Digital Arts intends to transfer this winning formula to the PlayStation.

"Xena has over two dozen fighting moves and she goes up against all kinds of bad guys, monsters and bosses in dramatic fantasy worlds derived from the show," said Hector. "In addition to fighting, Xena must find magic objects and solve a number of puzzles before she can rescue her friend and destroy the evil forces." The game isn't based on one particular episode of the show, but

uses the mythology of the series extensively. And yes, Xena's lovely sidekick Gabrielle makes an appearance. "She sometimes fights at Xena's side," said Hector, "but she is also grabbed by the bad guys and held captive in some nasty situations. Xena must find and rescue her." Did Lucy Lawless contribute to the game at all? "Lucy had herself scanned for a 3D computer model and

believes that the PlayStation 2 offers such a leap in performance over the current-generation systems, that bringing along a current-generation character and universe would only serve to tie our hands." But Crash fans shouldn't despair, as *PSM* has discovered that Eurocom, developer of the sublime *40 Winks*, has picked up the licence to produce *Crash Bandicoot 4*.



Feeling like a Crash test dummy.



Xena and Gabrielle: "Just good friends"...



DUMMY SPIT

RICHIE YOUNG REALLY HATES BAD GAMES. NO, HE REALLY DOES.

Bad games suck. People that make bad games suck 'cos they play us for fools, making us believe that what we're buying is actually entertainment. Entertainment? Ha! I don't think so. Some of the discs that have made it into my console are bloomin' terrible! They're just inane pieces of bad code that loosely resemble a videogame.

Well, I for one will not pay for anything sub-standard. Why empty my wallet into a hungry cash register for the pain of playing a mundane game?

Every now and then, our competitors make ridiculous accusations that our 'official' tag means we give biased exposure. I am finally laying that rumour to rest, here and now. If a game is crap, we're not afraid to say so. *PSM* won't help perpetuate a marketing myth that a game is great, when we know it belongs in the trash can. It's not fair on anyone. We won't mislead our readers, and we won't make ourselves look foolish by rating a game highly, when we believe it's struggling to score a 4. That said, *PSM* will award a game a hefty 10 if it thoroughly deserves it. So there!

Bribery in the media has been in the spotlight of late, and it can rear its ugly head in all corners of journalism. But *PSM* has never been 'induced' to be lenient on particular games and we can assure you we never will be, either. Okay, so we do get Killer Pythons and Chupa Chups and the odd game, but that's about as far as it goes! Our reviews are purely based on fun and quality, just as they should be. So everyone can sigh in relief and be rest assured that you can trust what you read in these pages. Regardless of the fact that we are not in traditional news journalism, we still have a clear responsibility to you all and we take it very seriously. There will always be crap games, just as there will always be brilliant games; our job is to separate them. Oh, one last thing, bad games suck!

CRASH AND BURN

NAUGHTY DOG PUTS UP A CRASH-BARRIER

Naughty Dog, the creator of one of the PlayStation's most popular characters, Crash Bandicoot, has announced that the forthcoming *Crash Team Racing* will be its last PlayStation game and its last title to feature the furry little chap. Naughty Dog has decided that it's done all it can with the PlayStation and is moving on to bigger and better things. "Although we are not discussing titles beyond *CTR* at this time," President Jason Rubin said, "I can say that Naughty Dog is supporting PlayStation 2." Rubin says the Bandicoot's Christmas-bound kart racer *Crash Team Racing* is shaping up well. "I believe that *Crash Team Racing* will be Crash's best and most popular venture to date. Naughty Dog is extremely excited to be finishing up its PlayStation years with our favourite orange marsupial!" Although Rubin wouldn't even give *PSM* a hint about the company's plans for PlayStation 2, he said "Naughty Dog

believes that the PlayStation 2 offers such a leap in performance over the current-generation systems, that bringing along a current-generation character and universe would only serve to tie our hands."

But Crash fans shouldn't despair, as *PSM* has discovered that Eurocom, developer of the sublime *40 Winks*, has picked up the licence to produce *Crash Bandicoot 4*.

RALLY COOL PRIZES

V-Rally 2 is the finest rally simulation money can buy. But money can't buy the exclusive *V-Rally* goodies we've got for a lucky reader. First up is a handsome navy blue polo shirt with 'V-Rally Championship 2' emblazoned on the heart. It's bound to increase your lap times, and just might make you more popular with the opposite sex. Next is a matching navy blue Peugeot Sport backpack, with red trim. The Ess CarGo Peugeot Rally team has been slip-sliding around Australia promoting *V-Rally 2*. Wear this backpack and you just might pass as one of the team. Finally, we have a pewter keyring from that talented bunch at Infogrames who brought us the game. It'd be perfect to use for the keys to your Peugeot 306, Subaru WRX or... um... Datsun 120Y. To win this trio of collector's items, tell us what fantasy track you'd like to construct using *V-Rally 2*'s brilliant track editor. Perhaps racing along the Great Wall of China, or a circuit through Mal Colston's lower intestine? Send your answer to 'Gimme those Goodies, I Rally Want 'Em' care of the usual *PSM* address. Entries close Sept 30. But wait, there's more: as a special sweetener to the deal, five runners-up

will win a *Street Fighter Alpha 3* ultra-cool lollypop, with its own carry case. Pop these suckers into your mouth and you'll look like a hip, '90s Kojak. Who loves ya, baby?

RE-VOLT

Outta control R/C action!



...feels just like real radio controlled cars. I can't do anything but play this game! - ignpc.com



NINTENDO 64
PC
CD-ROM



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on the periphery

PERIPHERY



Namco G-Con 45 Lightgun

Not owning this piece of artillery for your PlayStation can only mean one thing: you're also missing out on some of the slickest itchy-trigger finger action around. *Point Blank* is pure firearm fun and *Time Crisis* is a classic killer thriller. As two of the best shoot 'em ups around they can't be enjoyed without their partner in crime, the trusty G-Con 45. And don't forget about *Point Blank 2*, reviewed in this very issue!

At \$59.95, this is a smart entertainment investment as you'll be able to stop emptying your hard-earned pennies straight into that bloody unfriendly machine at the arcade. The G-Con is an accurate pistol that allows you to play games that have coded targets on your TV screen. It is sure to fit right in with the rest of your PlayStation hardware.

Who knows? Your little grey box might even reward you with a satisfied moan once you've plugged in such a fine piece of killer hardware!



ONLY
\$12.95

DeadEye Crosshair

Myopic? Tired of mates with 20/20 vision hammering you at *Point Blank*? Well suffer no longer. Clip the DeadEye Crosshair on to the bridge of your specs and you simply can't miss. And not only that, affix it to a pair of huge aviator sunglasses and the authentic Eric Estrada look will be yours.



VS

Ape Escape

Spyro
The Dragon



PSM took two of the best 3D platformers for a road test to see who would come out on top. Will those little apes end up dominating the world? The little purple dragon may have something to say about that...

Ape Escape	Game name	Spyro The Dragon
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\$69.95 or \$109.95 with a Dual Shock	Price	\$59.95
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Sony	Developed by	Insomniac
------	--------------	-----------

An evil monkey has transported himself and a gang of apes back in time for world domination. Your job is to use some lateral thinking and tricky gadgetry to recapture them.	What's it all about then?	Guide Spyro through seven worlds that are 'chockers' full of baddies. Do your best to free your dragon mates while collecting back stolen treasure.
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Only in the sense that they're both damn good 3D platformers in their own right. So, um, no they're not similar.	Are they not rather similar?	Spyro is a game about freeing captured dragons, while <i>Ape Escape</i> is all about capturing tough little monkeys.
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One	Players?	One
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Spike has all kinds of gadgetry at his disposal (all of which are used superbly with the right analog stick). He has a net, slingshot, hula-hoop and an excellent radio-controlled car. Cool bananas.	What are the tools of the trade?	Spyro comes equipped with little wings on his back, which are perfect for gliding. He also fires plenty of foes with his fire breathing.
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9/10	PSM score	8/10
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Yes mate, you'd be bananas not to!	Worth a purchase?	PSM would go with the apes, but the purple dragon won't disappoint.
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Prince Naseem Hamed,
one of the most
flamboyant boxers
ever to hit the ring, is
about to star in his
own title courtesy of
Codemasters, the
game gurus that
immortalised Shane
Warne last year.



The WBO Featherweight Champion of the World has been involved in the development of *Prince Naseem Boxing* since the early stages.

And as the 24-year old MBE recipient is undefeated (32 fights, 32 wins and 29 knockouts), he isn't too happy about being able to be beaten on the PlayStation by a puny 12-year-old.

Naz trains six hours a day, seven days a week, every day of the year. He's fast become a boxing legend and is already one of the highest-earning sports people in the world.

The Prince likes to be known as much as an entertainer as a sportsman. He is a showman: the music, the dancing, his leopard-print shorts and his famous flip into the ring made him instantly stand out from the host of boxing thugs that usually grace the ring. Noel Gallagher of Oasis said: "If Prince Naseem was a musician, I'd want him to be in Oasis, and if I was a boxer, I'd want to be Prince Naseem..."

In *Prince Naseem Boxing*, players control Naz and 15 other world-class boxers. Prince Naseem's character is modelled from 800 polygons and every move has

as watching me fight. There are lots of great moves and special punches.

PSM: Is there more to *Prince Naseem Boxing* than just belting the button?

PN: Absolutely. Each boxer has a special punch – you have to think like a boxer.

PSM: What do you think is the best feature of the game?

PN: There is not one feature, it is the whole package – the detail, the speed and the realism.

PSM: Any tips you can give new players?

PN: It is not about throwing punches all over the place. Go for accuracy, focus, and surprise your opponent with different combinations.

PSM: Do you own a PlayStation? If so, what games do you like?

PN: Yes. I like driving and soccer games.

PSM: What would you do if you were given the chance to make real-life boxing more like a PlayStation game?

PN: For me, nothing. My opponents, on the other hand, would like the pause and reset options.

PSM: You're undefeated in the ring. What do you think of PlayStation owners being able to punch your



been hand-animated to reproduce his dynamic boxing style and his showmanship. Codemasters is working hard to ensure the game is much more realistic than EA's *Knockout Kings*.

PSM spoke to Naz just as Codemasters was putting the finishing touches on the game.

Official PlayStation Magazine: What has been your involvement with the PlayStation game?

Prince Naseem: I have seen my game in its various stages of development so that I could have input and ensure realism. That's what I'm really interested in: providing creative input for the game. When I play it, I want to feel: "That's me".

PSM: What do you think of the game?

PN: I love playing it and can't wait for it to come out. I always wanted to have a boxing game of myself on PlayStation and I wanted to be involved with Codemasters – we picked the best to create a wicked game.

PSM: And the graphical depiction of you?

PN: Really good; I like it. I like the style. Codemasters is trying to get my exact style in the game. It's great to see a computer game of yourself, doing what you do best. They've done a great job, a very, very good job – and it's not all finished yet!

PSM: How realistic are the moves?

PN: One thing I stressed from the beginning is that playing *Prince Naseem Boxing* had to be as exciting

lights out?

PN: I should try and rig it so I never lose.

PSM: Do you think PlayStation can help sharpen your skills in the ring?

PN: Yes, in fact I am going to go a few rounds with my trainer.

PSM: Have you ever been to Australia?

PN: No, but I would love to go.

PSM: What do you think of the standard of Australian boxing?

PN: Pretty good. Your world champions have made their mark.

PSM: There's a fine line between confidence and arrogance. On which side do you fall?

PN: Just on the fine line.

PSM: That headspring you do when you enter the ring, has it ever gone embarrassingly wrong?

PN: No, never. I have been doing it since I started boxing, when I was seven.

PSM: Do you think your flamboyant style is responsible for an increase in boxing's popularity?

PN: Not solely responsible, but I believe that I have definitely brought new fans to the sport.

PSM: When's your next fight?

PN: October in America.

PSM: [Should be a knockout...]

Prince Naseem Boxing is due for release in October.





PLANET
playstation



SCREEN TEST

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IN CINEMAS SEPTEMBER

COMMANDING ATTENTION

Our resident strategy geek (and our mean guru) Steve Polar always puts his thinking cap (the one with the propeller) and plays with little men.



OVERALL SCORE

VISUALS

SOUND

GAMEPLAY

INTERFACE

LONG-TERM

WARZONE 2100

38

If you believe in living in the third dimension, this game is easily the best out there. Full of great 3D units, terrain, and best of all, top 3D explosions.

7

Very good context-sensitive music. The tunes are very futuristic and catchy. The unit audio is a bit dull though.

8

The levels are progressively harder, and varied. You must build your army, gather resources, and defend your base. Inspired by classics like *C&C*, but feels fresh.

8

At first the transition to 3D makes the game harder, but the interface is great. Controlling operations, setting troop waypoints, and ordering unit production is fairly easy.

8

The gradient of difficulty does make the game a little harder as you keep playing, but seasoned strategy veterans might find *Warzone 2100* too short and sweet.

7



41

It may not look good, but this doesn't matter too much with a game as influential and downright addictive as this. However, as eye candy it fails miserably.

5

The audio is passable, even if it is far from spectacular. The music is okay, but it depends on how much you like the flute. More effects would have been cool.

6

Nothing less than an absolute corker. You do it all: found a great civilisation and guide your people from ancient to modern times — you won't be able to stop playing.

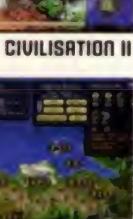
10

A masterful effort. Despite the many sub-menus and huge technology options, this complex game is simple to play, and you don't feel frustrated using the pad.

10

How much time do you have? Few games have the legs to outpace *Civ* when it comes to replayability and extremely long and enjoyable games.

10



37

Some very funny videos lift the standard for this cool housing estate building game. The dodgy repairman, the farting baby, the fighting tenants, and the loony deliveryman.

7

Downright funny to listen to. All the different people in *Constructor* have their own unique signature comments (which are usually classic cockney).

8

Full of surprises. Like the time you send a gang of soccer hooligans over to a rival company's housing estate to throw a party and trash the area. Hard, but well thought out.

8

If only it were more logical! Despite the clever ideas, *Constructor* can be a damn hard game to get the hang of, with too much to do and a dodgy interface.

6

There is a lot of fun to be had with this unusual game. The idea of being a dodgy developer and screwing your tenants is fun. It just depends how patient you are.

8



28

Look at the cute little kids on the rides... jeez they move fast. Watch them throw up as they get too dizzy. We love it. The graphics in this game always leave you smiling.

6

The rides all have their own unique sound effects, but things are generally a little too quiet in this game.

6

The basic idea of is great. But at times the game lacks direction, as there is no real objective to overcome. Though if you like building for the sake of it, it's top fun.

6

Okay, but not quite as straightforward as it should be (especially when you get into the 'tweaking' sub-menus). But overall, simple enough.

5

Because there are no clear objectives, beyond building, this game doesn't have the depth to keep you playing for weeks. A pity...

5



39

The maps are at times poorly defined, and sometimes it is hard to see what is going on. This is another game that doesn't look good, even if it is huge fun to play.

6

The music rocks! You'll want to stomp your jack-booted armies all over the enemy. The units all have their own unique speech too, and the voiceover in video is excellent.

9

The missions are well designed, the plot is superb, and some of the units are way cool. If you have never played a real-time strategy game, this is a top place to start.

8

Compared to its predecessor (*C&C* — which was terrible on PlayStation) this interface is substantially improved. Still not as slick as it should be, though.

8

Lots of cool missions, two sides to play, and a great plot to wrap it all up with. Definitely worth a look if you want a strategy game that leans towards action.

8



44

The various weird Tolkien-inspired creatures all look great. There are orcs, dragons, knights, wizards and everything else in between.

8

Units have a host of comments to make during a battle. They even giggle (or get pissed off) when you click on them unnecessarily. Decent music also helps.

8

The missions are cleverly designed, and your units are varied and entertaining. Each type has a specific and useful role in combat, and you must use them cleverly.

9

A clever interface, with 'automated build' features that let you continue with the fighting while the computer builds an army back at your base.

10

You will finish it, but the ride will be an exhilarating one, as the final few missions are very tough indeed. New units make each successive mission interesting.

9



36

The soldiers may be small and the cityscapes bleak, but the *Blade Runner*-inspired world looks cool. However, the game suffers a bit if you are too far away from the screen.

6

Sombre, moody, dark and just about perfect for this cyber espionage-oriented battle strategy jaunt.

7

Lots of really violent gunplay! You also have to use your agents tactically. This makes for some great, if at times morally questionable, challenges.

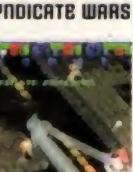
8

The agent inventory system is very simple, and the game lets you manage your team of agents with a minimum of fuss.

8

Once you have finished the admittedly enjoyable missions, it is unlikely you will revisit this stylish combat game. A fun journey nonetheless.

7



BEST
GAMES AWARDS
GAMING AWARDS

habits

die

hand

The second of the *Die Hard* trilogies compares itself to the likes of *Syphon Filter* and *Time Crisis*. Fox Interactive's Gary Sheinwald Tells *PSM* why they're practically giving away three games for the price of one — again.

Official PlayStation Magazine: For the uninitiated, tell us about *Die Hard Trilogy 2*.
[b4] *SH* **Die Hard Trilogy 2** is, uncannily, the sequel to the best-selling *Die Hard Trilogy*. The first trilogy was three separate games on one PlayStation disc, each instalment being based on one of the three *Die Hard* movies. The first game was a third-person action/adventure, the second a first-person shoot 'em up, and the third was a driving game. *Die Hard Trilogy 2*'s objective is to emulate the style and main features of the first *DHT*, but to bring it up-to-date by using the latest technology. Since we've exhausted the movie plots, *DHT2* also has an all-new storyline, set in and around Las Vegas. This time we have integrated the games in what we call Movie Mode, so the player moves from game to game as the story advances. For those who only liked playing the shoot 'em up, or the driving game, we've included them as well.

driving game, we have an Arcade Mode. **PSM:** Do you feel the public's desire to run around shooting Coke machines in a vest is strong enough to support this sequel? **ES:** No. The public bought millions of copies of the first *DHT*, and I think the compelling new game design is a strong enough reason to support this sequel. And, anyway, this

It's tricky to compare it to the competition, since the only competition out there is *Die Hard Trilogy*. No other game has so much in it - it's essentially three top-notch PlayStation games, and nobody else provides that. The nearest competition is *Syphon Filter* for the third-person engine, *Time Crisis* for the first-person engine, and maybe *Auto Destruct* or some of *Need For Speed 3* for the driving engine. But none are really in direct competition.

PSN: Just how violent is this game? What

kind of baddies is the player up against?
ES: That depends how you define violence. This is definitely a 15-rated game, just like the first *Die Hard Trilogy*. However, I don't think that violence is the key to either of the *Die Hard* games. You're supposed to take out the bad guys and you get penalised for hurting innocent bystanders.

The baddies in this game are a bunch of good-for-nothing terrorists, hell-bent on evil and destruction, and only John McClane can stop them. We have strong characters this time, with lots of dialogue.

PSN: What kind of weaponry can we look forward to?

All the weapons in the game are real-world weapons. You have a default Beretta



Stay with John McGuire, who has a strong
background in financial and
investment issues.

2. How does the story of the Ark of the covenant show God's love for us?

short, and can pick up a whole range of weapons including a machine gun and Minigun. You can run and a really fast, flame thrower. You can also collect and use those kinds of grenade. You can also use your gun for combat. The flame thrower is the coolest (erm, hottest) weapon because you can set the bad guys on fire and they run around on fire. Burn baby, burn.

PS4 Briefly describe the scenario that the player will have to battle through.

65 I don't want to go into too much detail as it will give the plot away. The game starts out in a newly-privatised Nevada prison. McClane has been invited there by Stanley Sinclair, an old friend, who has been appointed governor. It's one of those black-tie prison inauguration parties. Terrorists take over the prison and a hostage crisis begins. McClane basically has to break out and chase after the escaping inmates through the desert canyons. He then enters into a shoot-out in the desert. Other sections include driving around the streets of Vegas and the Hoover Dam, and battles inside a prison and a secret military base.

PSY What sort of activity are we looking at on the peripheral front?



PS: You name it, we support it (almost). Dual Shock with vibration, PlayStation mouse, steering wheels, NeGcon, regular lightguns and also G-Con 45-compatible guns (recommended — the accuracy is better).

PS: Two-Player Mode? Split-screen? Link-up?

PS: Nope. *Die Hard* is all about a loner, a reluctant hero, John McClane.

PS: What's the best bit?

I particularly like the way that, in the third-person engine, McClane is very stealthy — he gets up close to walls, with his gun down to one side, and peaks around corners, trying to avoid drawing the attention of the enemy. It really reminds me of the way that Bruce Willis portrayed the character in the first *Die Hard* movie.

And which are the most proud of, technically speaking?

The lighting, I think, really — the way that the fire illuminates through the glass in the windows of the building.

What games have the *Die Hard* team worked on before?

We've developed *Die Hard 2: Die Harder*, *Die Hard With a Vengeance*, *Die Hard 3*.

Tell us a secret you've never told anyone.

John McClane has been killed in *Die Hard* kind of 100 times.

Gary Sheinwald

Company: Fix Interactive

Job title: Senior producer

Job description: Oversees the production and development of a range of projects, including concept, design, scheduling, localisation, and the tweaking and refining before manufacturing.



Gaming history: *Emlyn Hughes International Soccer*, *World Class Cricket*, *Loco Loco*, *Sandman 3*, *Alien 2*, *Terminator 2*, *Simpsons Cartoon Studio*, *Virtual Springfield*, *The X-Files game* and *Alien Resurrection*.

Influences on this game: The main aim is to trash the competition, including the first *Die Hard* Trilogy, I suppose, other competitors are *Slyphon Filter*, *Time Crisis*, and *Auto-Destructor*, but none have the variety or multiple engines of *Die Hard*.



PLANET
Playstation

global domination

UK They're awfully nice chaps you know...

Come Christmas the UK (and Australia) is going to be awash with nascent Fatboy Slims: England's favourite game shop, Codemasters, is hard at work on *Music 2000*.

Voted best music game ever in last issue's *PSM*, the success of *Music* shows how far the PlayStation market has spread into pop culture. Bought by would-be DJs who didn't want to shell out for a state-of-the-art PC, this PlayStation 'game' allowed them to become a cutting-edge DJ.

Codemasters has very sensibly built a brand-new version, this time endorsed by venerable disc-spinner Judge Jules. Gavin Morgan, MD at developer Jester interactive, told *PSM* that "*Music 2000* is now even simpler to use" despite its increased potential.

More big-name musical types are currently getting on the good foot, details of which are soon to be released.

Extended facilities for *Music 2000* include a sampling microphone peripheral and a greater selection of styles to play with, including good old-fashioned pub rock and clanky indie. You'll still need a little talent to get good tunes, but it promises to reveal the complexities of remixing. For power users there's 24-track generation and MIDI compatibility.

Most exciting of all is a Music Jam feature, where four pals can improvise over the top of each other in real-time.



United Kingdom All-format top 10



1 (3) GTA Double Pack	Take 2
2 (1) Ridge Racer Type 4	SCEE
3 (2) Metal Gear Solid	Konami
4 (NE) Brian Lara's Cricket	Codemasters
5 (6) Rugrats	THQ
6 (NE) C & C Retaliation	Virgin
7 (7) Premier Manager '99	Grenmlin
8 (NE) Knockout Kings	EA
9 (5) FIFA '99	EA
10 (9) A Bug's Life	SCEE

United States All-format top 10



1 (1) Lunar: Silver Star Story	Working Designs
2 (2) Final Fantasy VIII	Sony
3 (3) Metal Gear Solid	Konami
4 (4) Gran Turismo	Sony
5 (5) WWF Warzone	Acclaim
6 (6) Syphon Filter	Acclaim
7 (8) Tekken 3	Namco
8 (NE) Star Ocean: Second Story	Sony
9 (9) Need For Speed: High Stakes	EA
10 (NE) Resident Evil 2	Capcom

US From the land of opportunity comes...

America's favourite software behemoth, GT interactive, is bringing shoot 'em up *Unreal* to Sony's box.

The game has a fabulous introduction. You're in your bunk on a prison spacecraft when the ship crashes on a bizarre planet. The crew and other prisoners are dead or dying and you have the chance to escape. *Unreal* was a big PC hit after its release in May 1998, and is a first-person blasterama of rare beauty. The PC version (pictured) gets under way in a leisurely fashion, letting you prance about in a monsterless enclave, getting used to the controls, finding your first weapon and locating armour. But things quickly turn ugly. As in *Quake*, you see your weapon of choice in front of you and the surrounding environment crammed with Kraals, Mercenaries, Skaarjs, Titans and other gruesome beasts. Fortunately you have the most comprehensive armoury ever to bless your PlayStation. Weapons include the Flak Cannon, the Razor Jack, the Automag and the devastating Eightball Launcher. Creature AI deserves a mention. If in danger, these mothers don't hang about. Knock down their energy and they'll bugger off to recuperate – and return. As yet, details of the PlayStation version are virtually non-existent, though the game may feature a multiplayer mode. Will it out-gun *Quake II*?



JAPAN

The land of the rising games...



Air guitarists beware: your virtual talent could be put to the test when Konami decides to ship the latest in the *Beat Mania* series, *Guitar Freaks*, to Australia. *Guitar Freaks* is currently one of the hottest arcade and PlayStation games in Japan.

Using the same gameplay system as *Beat Mania*, the radical thing about *Guitar Freaks* is that it comes with a guitar-shaped controller for those wishing to pluck themselves stupid in their own homes. In Practice Mode the game will teach you how to play, presenting you with a series of lessons. Once you progress

from normal to expert, you'll be expected to perform six pieces of music by tweaking the controller in time to the on-screen prompts. You can even rope in your mates in a sort of battle of the solos as you compete to see which of you is Hendrix on toast and which another victim of the Clapton factor.

Beat Mania is huge in Japan, but how will it fare over here? *PSM* will keep you advised. Meanwhile, Konami has announced that it is producing a special PAL version of *Beat Mania*, with top UK dance acts replacing the dodgy oriental techno. The game will come in a plush boxed set complete with the funky turntable controller that helped make the game such a big hit in Japan.



Japan All-format top 10



1 (NE) Dance Dance Revolution	Konami
2 (NE) Simple 1500 Series Vol 10	Culture
3 (NE) Culdcept X Version	Media Factory
4 (NE) World Stadium 3	Namco
5 (NE) Simple 1500 Series Vol 1	Culture
6 (NE) Omega Boost	SCEI
7 (NE) Bust a Move 2	Enix
8 (NE) Minna No Golf: The Best	SCEI
9 (1) Saga Frontier 2	Square
10 (NE) Super Robot Taisen F	Banpresto

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NETWORK

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Oh Yeah!

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And there's nothing that replaces the benefits of there's nothing that replaces the benefits of exercise. Don't just do it for stress relief, but for your whole body.

Some stress is good; it's how you manage it.

Swisse Student HD can help you relieve stress and assist you with stamina and peak performance during study, exams or even when you're facing relationship challenges. It's not addictive, based on natural ingredients in easy to swallow two piece hard shell capsules. Vitamins can only be of assistance if the dietary vitamin intake is inadequate. For full ingredients, see the label. If you have any questions please call Swisse Healthline on

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www.swisse.com.au



Fresh from starring in her very own game, tennis sensation Anna Kournikova is this month's *PSM* game girl.

LOVE MATCH

Name: Anna Kournikova

Age: 18

Occupation: Professional Tennis Player

Born: Moscow, Russia

Now Resides: Florida, USA

Height: 170cm

Hair: Blonde

Eyes: Blue

Weight: 55kg

WTA Ranking: 13

Sponsors: Yonex, Adidas

Tennis Biography: Anna has been hitting balls around since the age of five when she joined a weekly children's sports program with friends in Moscow. Early in 1992 she moved to the Bollettieri Tennis Academy in Florida to train. She had a very successful Junior career – in 1995 she was ranked No. 1 as the ITF Junior World Champion. She turned Pro in October 1995 and won her first Professional title in 1996 at Michigan, USA. Some of her best results have been making the semi-finals at Wimbledon and winning the 1998 Australian Open Women's Doubles with Martina Hingis.

Hobbies: Reading, TV, music and PlayStation. Well, we guessed the last bit, but surely Namco gave her a PlayStation and a copy of *Tekken* as well as several million dollars to appear in *Smash Court Tennis*.

So, how much involvement in the game's development did she actually have? Namco game designer James Lisle said Anna approved all of the characters. "We also looked at her playing style, her strengths and weaknesses in tennis, and tried to represent those with the game character."

But the character in the game doesn't really look like her, does it? Er, no, not really. But she has got a ponytail. Besides, there are plenty of photos and full-motion video clips for the lads to ogle at.

The future? Our crystal ball is a little cloudy. It's either a world number one ranking, or a sleazy photo spread in *Playboy* when Anna burns out from starting tennis too young. Oh, there is one thing we can see clearly: a guernsey on the cover of *Smash Court 3*.



Lego My Controller!



When *Lego Racers* arrives on Navigation screens, you finally will be able to race cars built from blocks out-houses. The game's senior producer, Tomás Bilo, tells us how *Lego*'s digital excursion can help you get ahead of your youth.



PSM: For the uninitiated, tell us all about *Lego Racers*

TE: For the first time, car fanatics from the age of six upwards can race their own custom-designed *Lego* cars and mini-figures against famous *Lego* characters – including Rocket Racer, the all-time *Lego* racing world champion.

Lego Racers is a real-time racing game with thrilling multiple-view perspectives. After creating a driver and car in the *Lego* garage, or selecting an existing design, children (and adults) 'push pedal to metal' and race against up to five challengers around a choice of 12 tracks, based on four of popular themes – Pirates, Castles, Space and Adventurers.

PSM: You generally cater for the younger market. How do you plan to broaden the game's appeal?

TE: It's true that *Lego* products are traditionally for children aged 2-16, but we believe that *Lego Racers* has the depth of gameplay necessary to appeal to big kids too. Let's face it. *Lego* was cool. *Lego* is cool. *Lego* will remain cool. If racing around cool tracks, with a fixed grin on your face, in a car you built yourself, while shouting at your mate to get out of the way, is childish, then so be it.

PSM: How do you think *Lego Racers* compares to the competition?

TE: Technically, *Lego Racers* meets or exceeds the

...fanatics from six upwards can race their own custom-designed *Lego* cars and mini-figures against famous *Lego* characters...

build quality and testing of any other racing game on the market. We build our *Lego* world out of polygons for a great visual effect and use AI to direct where the competitors' cars drive. *Lego Racers*...not a sensible simulation of real driving – it's pure fantasy. If you liked *Lego* bricks as a child then you'll love *Lego Racers*, whether or not you're usually a fan of racing games.

PSM: In the game you can build your own car. Can you run out of one-ers and two-ers?

TE: Ah...you mean one-stud and two-stud bricks? There's no chance of running out. We have set a volume limit though, so no 300ft-wide or 200ft-tall *Lego* cars. Sorry.

PSM: Any big smashes? Is your driver likely to literally lose his head?

TE: While it is true that the vehicles in *Lego Racers* can be upgraded with power-ups that shoot projectiles at other vehicles, the effect of those weapons is handled in a very humorous and abstract fashion. A vehicle zapped with lightning will bounce off the track, while those struck with a cannonball will spin round frantically before they resume racing.

PSM: *Lego* products seem to stand the test of time. Do you think your games will too?

TE: *Lego Racers* features four themes, 12 tracks (that reverse later in the game), 14 characters and



practically an infinite number of driver and car combinations. All the tracks have been designed with shortcuts and interactive elements like pirate ships that fire cannonballs at the players.

PSM: Any remarkable new gameplay elements?

TE: We think that *Lego Racers* is the most customisable racing game on the market. You can build your driver and car from *Lego* bricks, and the design you choose affects the way the car performs.

PSM: Two-Player Mode? Split-screen?

TE: Yes and yes.

PSM: Which bit are you most proud of, technically speaking?

TE: Maintaining the *Lego* 'look and feel' was obviously a key priority. We settled on a backdrop that most suited the *Lego* cars, mixing physical *Lego* bricks with the imaginary universe that kids create around their play materials. Also, the game has been designed to cope with all the millions of possible designs players can come up with while ensuring a fabulous frame rate.

PSM: Tell us a secret that you've never told anyone before.

TE: As a student I had a job cleaning toilets at Gatwick Airport.

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oh my over Kenny!

A cartoon character, Kenny McCormick, is shown from the waist up. He is wearing an orange graduation cap with a black tassel and an orange graduation gown. He has a surprised or shocked expression with wide eyes and a slightly open mouth. A large, three-dimensional blue shadow of the text "oh my over Kenny!" is cast over him, with the letters partially obscuring his body. The background is a solid yellow color.

God, they killed

Kenny's dead. Not from a plague of rats or being landed on by aliens, or even being cursed by Satan. He's dead because not even the most waterproof of diapers could save him from drowning – in a sea of merchandising...

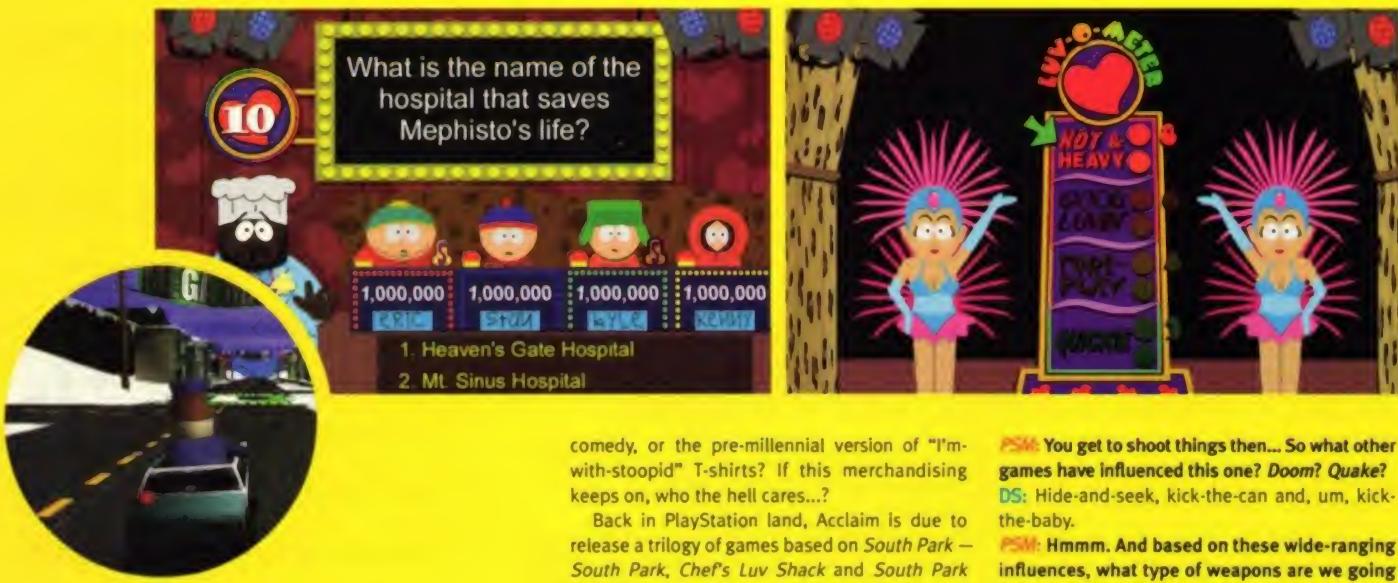
South Park used to be the coolest cartoon: quotes were quoted, videos were swapped and clips were downloaded from a zillion Net sites and played relentlessly. It was a genuine cult.

Now? Now! It has gone from underground to overground. Where it was once a cult, now lies a bloated cash cow that has been reduced to shop windows crammed with key rings, stickers, cuddly toys, coffee mugs, toilet roll covers, baseball caps, T-shirts and anything else

South Park has been a sweet success thanks to mindless violence, toilet humour, and a mammoth merchandising onslaught where you can even, God damn it, buy toilet roll covers. Now it's heading for the PlayStation with not just one but three games. Dan Meyers talked to the bards behind the scenes to find out what's driving the upcoming *South Park* trio – other than cheesy poofs...

you can stick the legendary, "Oh my God, they killed Kenny!" on.

Harsh? Quite possibly. The Net is still plagued with countless Cartman sites and kids who scream "BITCH!" at other kids but it's more than a coincidence to say that *South Park* is trundling merrily on its way past its sell-by date, overtaking *The Simpsons* and all other merchandise-cursed shows. And PSM! PSM! It's a mystery that straddles the fence of contemporary comedy. On the one hand, some staffers think it's a bit of a giggle – harmless fun in an innocent kind of way. On the other hand, some of us figure if you want to hear kids swear you've only got to wander down the streets of any suburb on a Saturday afternoon. So what is it? cutting-edge



comedy, or the pre-millennial version of "I'm-with-stooid" T-shirts? If this merchandising keeps on, who the hell cares...?

Back in PlayStation land, Acclaim is due to release a trilogy of games based on *South Park* — *South Park*, *Chef's Luv Shack* and *South Park Rally*. So, ace new games worth your dosh or just another bit of merchandise to add to the pile? *PSM* spoke to the folk at Acclaim to find out.

PSM: You get to shoot things then... So what other games have influenced this one? *Doom*? *Quake*?

DS: Hide-and-seek, kick-the-can and, um, kick-the-baby.

PSM: Hmmm. And based on these wide-ranging influences, what type of weapons are we going to be permitted the use of?

DS: There's the fart doll, the live sniper chicken... **Doug Yellin (producer):** And the cow launcher.

"South Park the game is the story of a seriously apocalyptic time on Earth ... all kinds of really strange things happen"

In the beginning...

Trey Parker and Matt Stone became acquainted over a hot slice of beef at the University of Boulder, Colorado. They soon fell into filmmaking — Parker a music student and Stone having recently graduated in film. While their peers mimicked Scorsese, the duo decided to create the Python-esque *Cannibal: The Musical*. And so the seeds were sown...

Post graduation, Parker and Stone relocated to Hollywood, touting various ideas, one of which was a certain cartoon. What happened next is legendary stuff.

A Fox executive named Brian Graden had seen some of their work and asked them to create an animated Christmas message to send to all his Hollywood pals. Stone and Parker duly delivered an animated short film by the name of *The Spirit of Christmas*, in which Jesus and Santa scrap like a pair of rutting stags.

In the spirit of the festive season, the notorious cartoon was a hit and ended up on a million Internet servers. It was subsequently picked up by the Comedy Channel for a series and the rest is...



Official PlayStation Magazine: Who came up with the idea for a trilogy of *South Park* games? Acclaim, Comedy Central or Parker and Stone themselves?

Darrin Stubbington (executive vice president): Well, it was very much a collaborative project between great-thinking minds. Which sounds very cheesy poof-like, but was fairly beneficial to the projects. The Comedy Central guys and Matt and Trey had some great ideas...

PSM: What do you make of the media onslaught *South Park* has generated?

DS: Right now? I'm feeling pretty good about it. Cartman brings a special stink of fresh air to the world, which must be a good thing.

PSM: But how much influence have Trey Parker and Matt Stone actually had on the games?

DS: They've had a huge input right through the process. In fact the level of interest they've had in all three projects is unprecedented. It's really quite refreshing... And it also means these games come to you with their official seal of approval.

PSM: Okay, tell us about the games then. Where do you want to start?

DS: Hmm... How about the shoot 'em up?

DS: Oh, and don't forget the snowballs.

DY: Snowballs covered in wee as well!

PSM: Guess we can assume the entire cast gets involved with saving the dysfunctional town?

DS: Yeah, of course. Kyle, Stan, Cartman, Kenny, Wendy, Mephisto, Big Gay Al, Mr Garrison, Mr Hat, Terrance and Philip, and many more, all make an appearance. I can also tell you that Mr Hankey The Christmas Poo makes an appearance and you get to use him in a special way. He likes to spread his special seasonal message in the snow...

PSM: Charming. Elsewhere, inane destruction and death are an intrinsic part of the show. So how many different ways can we devise to crush Kenny?

DY: You bastard! Why would you want to do that?!

PSM: What do think people are going to find most entertaining in the game?

DS: Hope this doesn't sound strange but the best bit is

South Park

PSM: Fire away.

DS: *South Park* the game is the story of a seriously apocalyptic time on Earth. When this great big comet is headed towards South Park, Colorado... And then all kinds of really strange things happen.

PSM: Strange things?

DS: Like Cartman's mum is kidnapped by aliens. Like turkeys run wild in the streets.

PSM: And this all means?

DS: It means you get to use a fart doll, and a cow launcher and other really cool weapons to stop the madness.





being on the receiving end of a successfully aimed cow launcher.

PSM: That doesn't sound so strange.

DS: It is when your head ends up a cow's arse.

PSM: So is there anything else neat about the

Jules Watsham (producer): Up to four players can partake in the fun, playing as Eric, Kyle, Stan or Kenny. Initially everyone gets thrown into a trivia round. Chef asks a bunch of silly questions that relate to either specific *South Park* trivia or *South*

that everyone plays simultaneously at the end of each round. The player with the most points at the end of the show is the winner. I suppose the only way of completing the game is to play all of the mini-games and beat them, and answer all of

"Chef's Luv Shack is going to have a few games that are very reminiscent of particular arcade classics"

game that sets it apart from other shoot 'em ups?

DS: Kick-the-baby in multiplayer is unique.

PSM: It's also a 3D multiplayer shooting game with kids, talking poo, turkeys, babies and lots of cows. In our opinion, that makes it pretty damn unique.

DS: It's pretty unique I think. Great multiplayer, arse-kickin' wholesome fun!

Park-related subjects, such as a famous actor that's starred on the show.

PSM: So a bunch of questions about *ER* then?

DS: At the end of each trivia round, all the players are thrown into a gameplay round where they get to battle for the most points. This is where some classically cool mini-games come into play. On top of that, you'll also find some special surprises such as the Pressure Round – starring the infamous anal probe – and the Wheel Of Fortuitousness.

PSM: How does the game actually work?

JW: Easy! You choose how many rounds you want to play – two or four or eight etc – and each round consists of four trivia questions and a mini-game

the trivia questions correctly. There'll be around 1000 questions.

PSM: Mini-games? Does this lead us towards recent rumours of a retro nature?

DS: Well... Yes, in a sense. *Chef's Luv Shack* is going to have a few games that are very reminiscent of particular arcade classics. In *Asses In Space*, you take on the roles of Terrance and Phillip and blast ass-teroids, resulting in jolly fart-noise malarkey!

PSM: And that's based on?

DS: Erm, *Asteroids* I guess. Beefcake's another one of my faves. That, and *Whack-a-Zombie-Pet* and *Eat This*, too.

Chef's Luv Shack

PSM: *Chef's Luv Shack* is the second game in the trilogy. What's it all about?

JW: Park-related subjects, such as a famous actor that's starred on the show.

PSM: So a bunch of questions about *ER* then?

DS: At the end of each trivia round, all the players are thrown into a gameplay round where they get to battle for the most points. This is where some classically cool mini-games come into play. On top of that, you'll also find some special surprises such as the Pressure Round – starring the infamous anal probe – and the Wheel Of Fortuitousness.

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Wouldn't it be cool if...

The bros from *South Park* were in a load of videogames that they shouldn't be? Why, yes it would.



Premise: *Final Fantasy VII* meets *South Park*.

Name: Sephiroth. (Huh? – Ed)

Plot: Cartman and Kenny discover they've been separated at birth.

Likelihood of being made: Far too philosophically complex.



Premise: *Metal Gear Solid* meets *South Park*.

Name: Metal Gear's Christmas Solid.

Plot: The Snake bumps into Mr Hankey. Battle ensues...

Likelihood of being made: Messy.



Premise: *Tekken* meets *South Park*.

Name: Tickle.

Plot: The boys grasp each other in a tender Greek embrace. First one to break anal wind loses.

Likelihood of being made: Seriously, what do you think?



Premise: *Tomb Raider* meets *South Park*.

Name: Ass Raider.

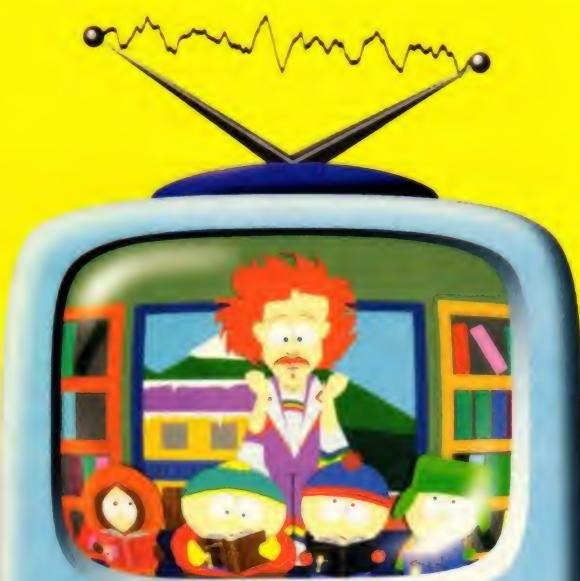
Plot: Let's look for treasure!

Likelihood of being made: Never gets going due to legal stuff. Kenny likes dressing as a woman though.





"We felt for *South Park Rally* ... we had to create modes that would bring the players together and make them interact"



Seriously SBS...

Here are some highlights of the third series of *South Park* starting on September 20, 8:30pm...
* The boys discover an animal previously thought to be extinct. It's a Jakovasaur. Do you see? It's a play on words. Oh, never mind...
* The curse of *Spinal Tap* hits South Park with a spate of spontaneous Human Combustion. Have a guess how Kenny dies...
* Chef bags a woman, but sadly she turns out to be a succubus (a female demon who seduces men while they're sleeping) who crushes Kenny under her weight. Chef goes back to broth boiling...
* The kids get stranded in the Costa Rican jungle. The moral of the story is that the rainforest isn't very pleasant and therefore not worth saving. Hmmmph.

PSM How many of these things are crammed in?

JW Currently there'll be around 21-24 mini-games. We really want as many as we can fit in. We'll just have to see.

so instead of having a set track, you can motor about anywhere and create your own shortcuts between houses, behind trees, over hills, through the cow... Wherever you can get your car really.

PSM And are these going to be full versions or just a little snippet?

JW All the games are full-on games, with different methods to make them last between 30 seconds to a minute each. We kind of figured that would keep the game really fast-paced.

PSM And Mr Isaac Hayes himself – will he be in there somewhere?

JW Is he performing? He's in top form! Yes, Chef is our sexy host of the show so you can expect the usual sexual innuendoes and the like from him.

PSM Sounds like some good lovin'. So what's the reward for ending up champ on every game in *Chef's Luv Shack*?

JW You get to jump up and down with enjoyment.

PSM [Erm, right... Time, we think, to take a look at the *South Park* kart game.]

PSM And these cars. Realistic handling or cartoon cruising?

DY They handle very well [smiles]. We've created an advanced physics engine that takes things like weight, centre of mass and gear ratios into account. We're also spending a great deal of time tuning each car individually so that they both feel and play differently. Being a rally game, we have a lot of different surfaces with traction and slide factors as well.

PSM Presumably you're working on a few novel pick-ups too?

DY We're building from the tone of the original game, and filling in a whole bunch of new, unusual, and occasionally gross weapons.

PSM Do tell.

DY Chef's Chocolate Salty Balls sound familiar?

PSM Unfortunately so.

DY How about the Mexican Staring Frog?

PSM Think we get the picture...

DS All the *South Park* favourites – Stan, Kyle, Cartman, Kenny, Chef – should be in there. Plus we'll have some secondary characters like Wendy, Officer Barbrady, Mr Garrison and some surprises.

The notion of a go-kart being driven by a talking turd boggles the mind and *PSM* takes its leave for a lie-down, away from a world of arse-fixated aliens, animated faecal matter and children who swear. A lot.

One question remains after *PSM*'s quizzing of the various bods behind the *South Park* trilogy – are the games any good? The answer?

Well... All three titles are certainly aimed at hardcore *South Park* fans, in terms of both humour content and the self-referencing of the show. Turn to page 76 for our verdict on the *South Park* shoot 'em up, but it's fair to say that all three games, especially *Luv Shack*, are far more original than recent episodes of the show. *South Park Rally* looks a good bet, although its originality might get overlooked with the release of *Speed Freaks*, *Chocobo Racing* and *Crash Team Racing*. All in all, surprisingly good stuff.





WANT TO BE A PRO BORDER? ALL YOU HAVE TO DO IS PICK ONE.
GIVE THEM A SNOWBOARD AND THROW THEM OFF A CLIFF.
REVENGE IS SWEET.



PRO
BOARDER



DO NOT
UNDERESTIMATE THE
POWER OF PLAYSTATION

contributors

Stuart Clarke

Inspired by Stephen Spielberg and with *Resident Evil* on his CV, Shinji Mikami has come up with another stunning work of horror for the PlayStation. Stuart Clarke was the man pushed out from behind the sofa by the rest of us. He squinted through his fingers to bring you an early analysis.

As you can see to your right, he gives it a thumbs up. But only a very tentative one as the rest of his hand is still covering his eyes.

Andrew Iredale

My name's Bond. Games Bond". Andrew was shaken and stirred with his PrePlay efforts this month. "Yesh, Mish Moneypenny, it wash quite an experience," he said to Fiona, handing in his copy. The verdict: *Tomorrow Never Dies* will be a great game, but with the release date slips it keeps having, it's a case of *Tomorrow Never Comes* at the moment.

Jason Hill

His PrePlay will self-destruct in five seconds, so it's best if you turn to that one first. The mission, should PlayStation developers decide to take it, was to convert a dog of an N64 game into something PlayStation owners would be happy with. And as Mr Hill found out — no doubt hanging by wires from the ceiling — they seem to have achieved it.

Steve Polak

With a far more plausible mission, the last of our agents was assigned to play the *VR Missions* sequel to *Metal Gear Solid* and enjoy the experience. And quite predictably the mission was a complete success. Read more of Steve's findings as he reports on the sequel to possibly the greatest videogame in living history.

A big thumbs up for these aspects of the game.

But developers better alter this before release.

Advance warning: Here's how to make it better!

Dino Crisis

Resident Evil 3: *Nemesis* is months away, but Shinji 'Resi' Mikami has not been slacking. Zombies give way to flesh-tearing lizards in his new adventure. Stuart Clarke tries to dodge the claws...

Shinji Mikami is, without doubt, the Master of PlayStation Horror. Responsible for Capcom's creepy, zombie-blasting *Resident Evil* series, Mikami has now turned his attention from the undead to the supposed-to-be-long-dead. His new game, *Dino Crisis*, sees the player alone against predatory dinosaurs, somehow brought back to life in the modern world.

If it sounds a lot like *Jurassic Park*, then so be it. Mikami does not mind revealing that he was inspired by Spielberg's blockbuster movies (which in turn were based on Michael Crichton's novels).

The action in *Dino Crisis* takes place in the not-so-distant future. The player is a Special Forces operative named Regina who, with a small team of fellow agents, is on a mission to capture Professor Kirk, a mysterious scientist conducting equally mysterious experiments on Ibis Island.

As soon as your team arrives on the island, once a tropical paradise, it is clear that something is very badly wrong. Soon Regina is alone and battling carnivorous dinosaurs (including those cuddly velociraptors and Tyrannosaurus rex) that haven't roamed the earth in millions of years. Your mission rapidly becomes one of simple survival.

Mikami says there are three endings to the game: one being that you find the Professor, discover the secrets of his experiments, and actually get off the island alive. But this is a very difficult task that will require a number of attempts.

This is no doubt happy news indeed to all *Resident Evil* veterans who want a challenge. Replays will be encouraged through the different costumes available after the first go through, including a fur caveman outfit (no word yet on a swimsuit).

All those who have played the *Resident Evil* games will be instantly comfortable with *Dino Crisis*, as it is almost identical in gameplay style and control. Newcomers may take a while to become comfortable with the controls, which are not quite as intuitive as *Metal Gear Solid*'s. Visually, *Dino Crisis* also does not quite match up to the *MGS* standard either, but the real-time 3D environments are a step forward from *Resident Evil*'s rendered backdrops. Regina can interact with more background objects than is possible in *Resident Evil*, and the addition of advanced light sourcing adds realism to the gaming environment.

Dino Crisis makes the biggest visual impact thanks to the highly detailed and well-animated dinosaurs that inhabit the game's world. The full 3D engine allows for dynamic camera angles and movements and this feature is used to maximum advantage.

Just like *Resident Evil*, there are some heart-pounding set pieces — like right at the start when you have to run away from a pursuing raptor. Make sure you have a change of underwear at hand for that one. And again for later when T rex comes barging in on you unexpectedly.

The dinosaurs in the game have the ability to stalk and toy with you and it can really get quite scary, hearing them nearby when you're limping through with low health and low ammo. They move a hell of a lot faster than *Resident Evil*'s zombies (one of the main reasons the game uses a full 3D engine), and can be genuinely menacing and dangerous.

Combat is well represented, with your weapon ammo flying everywhere and the dinosaurs meeting a satisfactorily bloody end after all your effort.

There's a healthy number of puzzles to solve (some of which are quite



Whoops! I think I just wiped out another species — again.

PSM OPINION



It's Resident Evil with dinosaurs - what else do you need to know? The full 3D environments look great, so do the dinosaurs. Tense sound effects top it all off, with some genuine shocks. An atmospheric mix of action and puzzles.

The same problems as Resident Evil: not the best control method in the world, annoying loading time through doorways, and you cannot save your position at all points.

Should do more than fill the gap until we get our hands on Resident Evil 3: Nemesis. It's already huge in Japan, so expect similar Dino-mania in Australia. Shinji Mikami has done it again!

tricky), so it's not all-out action. The annoying loading screens that appear when you go through doorways to new areas (just like *Resident Evil*) further slow the pace. One new touch to the loading screen is seeing the figure of Regina as well as the doorway; and if she's wounded then that is also shown.

As in *Resident Evil*, you cannot save at just any point in the game, which can be frustrating. There are assigned save points - rooms indicated by the letter 'S' on the map. When you leave these rooms, you will be asked if you want to save, or exit the room. The limited inventory may also cause problems, but careful management has always been part of the *Resident Evil* gameplay.

The major problem for *Dino Crisis* may in fact be its similarity to the *Resi* games, but the dinosaurs definitely add a whole new feel. And let's face it, despite a few shortcomings, the *Resi* titles are excellent action adventures which have earned millions of fans around the world.

The Japanese version of *Dino Crisis* features auto-aiming, but this will be taken out for the Australian release, making the game more challenging. Shinji Mikami is currently hard at work on *Resi 3* but the clamour for a *Dino Crisis* sequel in Japan is already building, so it may not be the last we see of the giant lizards.



Tomorrow Never Dies

Bond, James Bond, is soon heading to a bedroom near you. And no, he's not after your sister's virginity, he's about to debut on the PlayStation. Andrew Iredale is left shaken and stirred by 007's latest, and possibly greatest, adventure.

Listen up James, we've got an important assignment for you. You're to target and destroy the satellite up-link, infiltrate the terrorist arms bazaar, foil the plans of SPECTRE, then meet your contact at the reception for Queen Beatrice of the Netherlands by 03:00 hours! This is your first job on the PlayStation, so I needn't remind you to dress sharply, go easy on the martinis, and for God's sake 007, don't get caught behind the curtains with the Ambassador's daughter again!

PlayStation owners can rest easy in the knowledge that the No 1 British Secret Service agent, James Bond 007, is at last on their side. However, rather than being based on the now not-so-new cinematic adventure of *Tomorrow Never Dies*, the game takes place immediately after the events of the film. Bond now

of the sniper mode for all weapons, which gives you a first-person view with a nice big crosshair, perfect for those ammo-saving head shots!

As if all these features weren't enough, the developers have kindly included a two-player deathmatch game where you can play as either James, Wai Lin, or a selection of Bond characters from past films.

Sadly the release date has slipped a little, but it should be worth the wait. *Tomorrow Never Dies* is not only shaping up to be the all-inclusive Bond adventure you've been waiting for, but also a damn good action game that any self respecting PlayStation owner should check out.



"Elijah is a tad upset at the loss of his sibling and has hatched an evil new plot to destroy the world."

has to contend with Elijah Carver, brother of the super-villain media-baron Elliot Carver who brought the world to the brink of World War III. Elijah is a tad upset at the loss of his sibling and has hatched an evil new plot to destroy the world. Only you, as James Bond (with a little help from the Chinese secret agent Wai Lin), can put a stop to it.

The game is made up of 12 separate missions, each containing a number of primary and secondary objectives that must be carried out to successfully get the job done. For example, in the first mission you have to infiltrate the enemy base, destroy the chopper, target the satellite up-link for the air strike, get the security card to the next area, then escape on skis down the side of a mountain and parachute off the cliff – and straight into the next mission! This wide variety in objectives and in-game styles ensures you won't get bored in a hurry, and makes the game more than just a quick arcade-style shooter.

As well as escaping on skis, there are underwater stages reminiscent of *Thunderball*, and what Bond adventure would be complete without a car chase – in a BMW fitted out with Q's finest automotive assault weapons, of course! The different sections of the game gives *Tomorrow Never Dies* players great variety.

One of the best features of *TND* is the flexibility of the targeting system. Being a third-person shooter with the view looking over Bond's shoulder, there can be times when you don't get a clear view of what you're aiming at. This has been remedied by the inclusion



Things get hairy when James accidentally puts a baking tin in the microwave.



AUSTRALIA

PSM OPINION



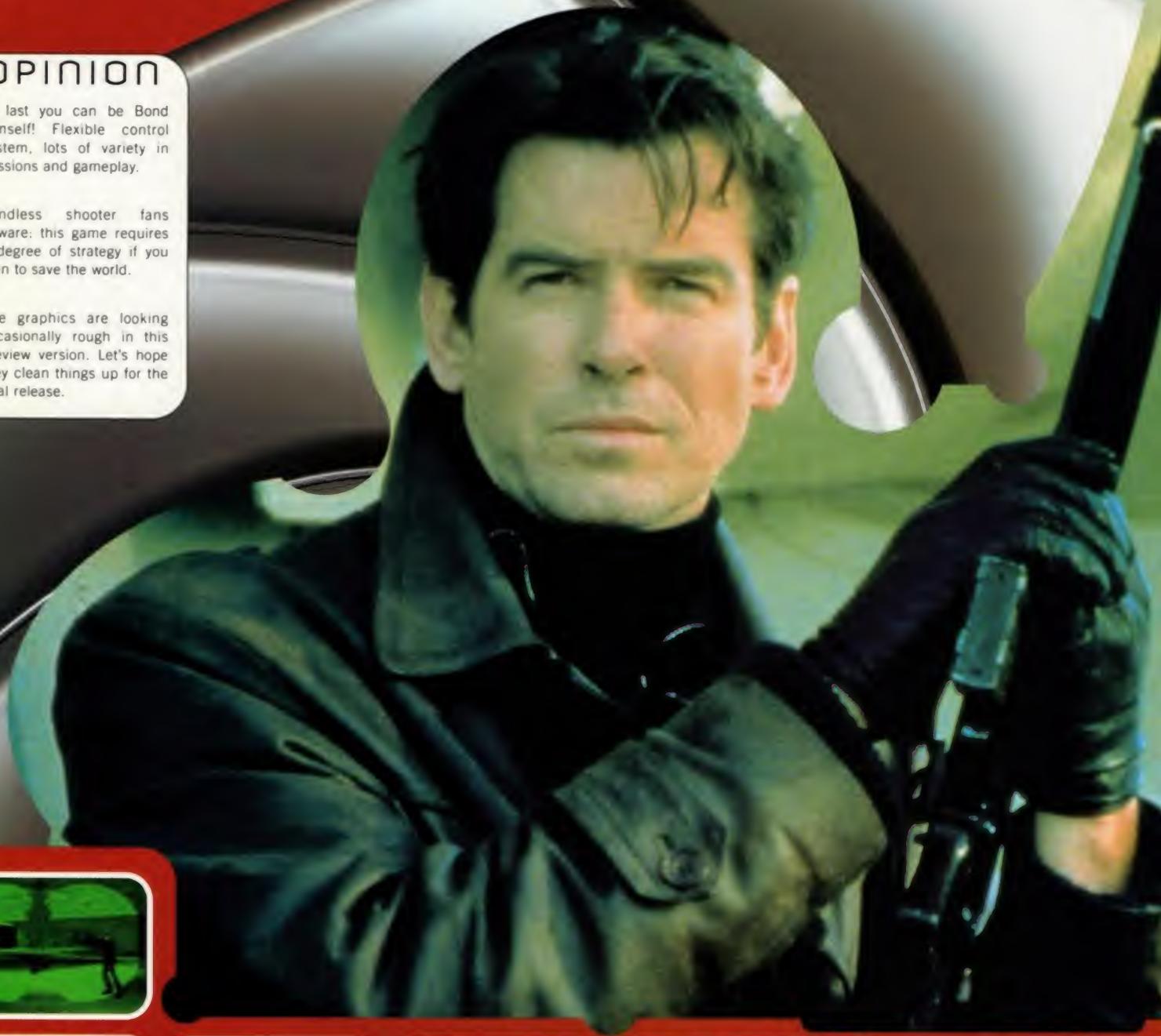
At last you can be Bond himself! Flexible control system, lots of variety in missions and gameplay.



Mindless shooter fans beware: this game requires a degree of strategy if you plan to save the world.



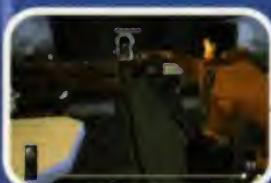
The graphics are looking occasionally rough in this preview version. Let's hope they clean things up for the final release.



The occasional puddle under Jimbo seems to indicate that Bond is not quite as cool as he'd have us believe...

Mission: Impossible

Your mission, Jim, should you choose to accept it, is to play a game about stealth, cunning and espionage. No problem, after *Metal Gear Solid*. But can *Mission: Impossible* on PlayStation live up to the film and improve on the horrendous Nintendo 64 game? Jason Hill accepts the mission...



...if caught or killed, the secretary will disavow all knowledge of your actions." And with that reassuring thought, your first mission as IMF agent Ethan Hunt begins. *Mission: Impossible* lets you live out your fantasies of playing a super-cool spy armed with a host of gadgets.

Unlike most action adventures, here you don't shoot first and ask questions later. Terminations are actively discouraged. You're expected to creep about avoiding detection while indulging in acts of sabotage, espionage and generally being sneaky.

The skullduggery begins in a snowbound-submarine base where you need to blow up the pump house and rendezvous with fellow agents Clutter and Dowey at the communications building. In your way stand patrolling guards, mad truck drivers and a lack of explosives. Your first task is to scour the base for a detonator and explosives, collecting mines, a scrambler device, a sleeping

"...despite the lack of Tom-ness, the visuals are more impressive than on the N64 version"

gas injector and ammo along the way. While you might need to pick off the odd guard (use a quiet head shot from behind), elsewhere marksmanship will be needed to knock out searchlights as you sneak into the submarine pens.

In other early missions, Ethan must infiltrate a formal reception at a foreign embassy; he has to mingle with other guests, extract vital information, avoid a *femme fatale*, create a diversion and get into the basement — suspected to contain secret equipment. Dress is black tie, and matching accessories do not include guns.

Mission: Impossible punishes excessive combat, so it's likely the game will be difficult to complete. You'll need to be patient as well as sneaky to be a successful agent. Mission briefings set out objectives, which you're free to complete in any order. However, this still feels a linear game, with players not able to show enough inventiveness. Still, players do get to make important decisions, such as should you make contact with Agent Dieter posing as a barman, or do you track down the ambassador's aide first? Or do you bluff your way past the guard or risk knocking him out?

"Is that a gun in your pocket?" Well keep it there: *Mission: Impossible* players use stealth, not firepower.

The game features 20 missions set in locations including Prague and London. And yes, the game features the film's memorable scene with Ethan suspended from a roof dodging spy-slicing lasers to hack into the CIA's mainframe computer in Langley.

When you pick up the game, you might get the impression that you'll be playing a virtual Tom Cruise. This isn't the case, but despite the lack of Tom-ness, the visuals are more impressive than on the Nintendo version. Of particular note are the particle effects like snow falls, and the excellent transparency and reflections thrown up by glass and metal objects. The characters are also nicely detailed and the action swift. The rendered cut scenes have been totally redesigned for PlayStation. Rather than use full-motion video, in-game graphics are used to tie the action to the plot-setting sequences. Quality music, sound effects and dialogue also enhance the atmosphere.

Fans of *Spyon Filter*'s sniper rifle will no doubt enjoy similar sniping in *Mission: Impossible*'s train level. Zooming in to observe a clandestine meeting or picking off rival spies is always a pleasure. But while the rifle has a full telescopic sight, using the pistol in third-person perspective is also very accurate: Ethan's head and arm go semi-transparent to help your aim.

One of the game's strengths is its wide selection of cool gadgets, which include a communicator, night-vision glasses and explosive chewing gum. The face-maker, used to change identity, is by far the cleverest, allowing you to sneak past people undetected rather than having to kill them. A criticism of the Nintendo version is that players aren't given much freedom to use such gadgets in creative ways. Let's hope this isn't the case here.

But there's nothing quite like *Mission: Impossible* on the PlayStation. Its mix of action, adventure, stealth and puzzle elements is unique. We'll keep this latest recruit to join the PlayStation's stealth army under close surveillance until its imminent release. This page will self-destruct in five seconds.

PSM OPINION



The film offers great material to draw on, and the mix of action, stealth and puzzle elements works well.



The artificial intelligence of your foes isn't terribly fleshed out, and it mightn't fit into the strict story, but it's still disappointing there's no multiplayer mode.



We hope there's a lot more freedom to use the cool gadgets creatively – and to show inventiveness in completing missions – than in the Nintendo version.



Visuals are a big improvement on the Nintendo version. Scenes include the film's famous suspended-alongside-lasers episode.





Metal Gear Solid: VR Missions

So you lived, breathed, and totally loved every minute of the *Metal Gear Solid* experience? Well you can mind-meld again with Solid Snake sooner than you'd think, says Steve Polak.

The *VR Missions* disc delivers action, and plenty of it. Instead of taking you through a complex and involving story, *VR Missions* lets you try your hand at 300 missions. There is no plot, as all of the missions are played using a training simulator, and you must steer Snake through all of them: a feat which will take some doing.

The idea behind this game is that you are doing the sort of training necessary for Snake to be an agent in the real world. In other words, you are playing as Snake in a computer-generated realm which presents you with simulated real-life situations (hence the VR moniker).

This means heaps of action, plus much more adrenaline-pumping combat, stealth and puzzle-solving than in the real game. The VR missions are presented using wireframe visuals for the environments, and normal in-game graphics for the

Otherwise, the audio and control interface is exactly the same as the original game's. If you have played *Metal Gear Solid*, the VR disc is like visiting a place you know and recall fondly.

Better still, in many of the combat missions you aren't limited by ammunition shortages: you can blaze away to your heart's content. All of the game's cool toys make a welcome return, and when it comes to extremely powerful weapons like the stinger, you sometimes have gleefully unrealistic amounts of ammo.

There are also FMV segues which you unlock as you play through the missions, and the intro animation is rumoured to be the product of PlayStation 2 technology. Certainly these seductive garnishing graphics look great, and they make you want to gear up big time for the sequel.

The game eases you gently into the swing of things. Some of the earlier weapon-based missions are easy to the point of being

"This means heaps of action, plus much more adrenaline-pumping combat, stealth and puzzle-solving than in the real game."

holographs of the soldiers. It all looks vaguely reminiscent of the classic computer-animated action film *Tron* – except there are no cheesy cornball actors to blow away (more's the pity).

As a backdrop to the simple wireframe corridors, walls and other architectural obstacles, you can also see lots of computer-generated stats and computational gobbledegook on the walls of the VR rooms you play in. This minimalist graphic approach is very workable, even if it isn't as varied or interesting as the normal in-game graphics. However, remember that there are a lot more missions on offer exactly because there hasn't been the need to render each of the scenarios graphically.

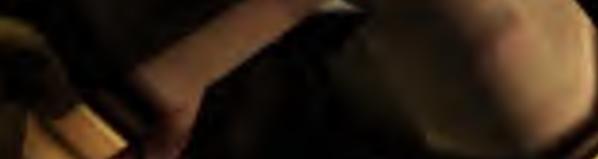
laughable. You just have to aim at and shoot still targets until they shatter, and then you are on your way. But things get harder before long, as first moving targets, then enemy opposition up the difficulty somewhat.

Apart from the many weapon-based missions, there are also stealth and detective work sorties. Some of the stealth simulations are particularly testing, and you will find yourself retrying again and again. However, no matter how tough a level seems, that good old *MGS* formula still seems to work: you doggedly hang on to your joypad and keep trying.

The VR game will also allow you to expand the original, in that you will be able to use your success in the training simulator to access hidden parts of the story-driven effort.



The VR missions are presented using simple wireframe graphics and holographs of the soldiers. Minimalist, but surprisingly effective.



PSM OPINION



The magical, tension-building gameplay which we loved so much in the original game is here big time. Being able to play Ninja for the first time is also exciting.



If you liked the story elements in the original game, you may be disappointed. Also, the wireframe graphics aren't exactly going to set the world on fire.



Perhaps the missions should be linked to some sort of scoring system, so that you could complete the game with a 'graduation' mark based on your performance.

Preplay round-up

This is where we cruelly tempt you with glimpses of the other games about to hit store shelves over the next few months. As always, we'll bring you a full review of them in coming issues.

XENA: WARRIOR PRINCESS



Publisher: Sony | Developer: Hyperbole Studios | Release date: September | Origin: US | Style: Adventure | Players: One

Despite the much-loved tradition of God-awful licensed games, this one's shaping up as nicely as Ms Lawless herself. There's loads of fighting, plus *Tomb Raider*-ish puzzles. Polygonal Xena has a longsword and over two dozen devastating fighting moves, and her pointy assets look like they might

take an eye out, too. Moves include a bicycle kick, a fist spin and the always-painful groin kick. The fantasy worlds have been lovingly created, and they're peopled by all manner of strange beasts and monsters. Even Xena's lovely sidekick Gabrielle gets a guernsey fighting beside the princess. JH



LEGO RACERS



Publisher: LEGO | Developer: High Voltage | Release date: September | Origin: UK | Style: Racing | Players: Two

Takes the basic premise of the LEGO philosophy – building stuff – and adds a cutesy racing game. You can build fantastical cars and customise your driver. That aside, there is little here that adds to the populous racing genre. Race across a selection of circuits based on popular LEGO themes,

including pirate, castle and space. Courses are wide and littered with boosters (rockets, bombs, armour) and interactive scenery. But sadly, the racing is not as exciting as the car construction. You're always travelling at the maximum speed possible, but it seems a mite pedestrian. SB



ROAD RASH UNCHAINED



Publisher: EA | Developer: EA | Release date: November | Origin: US | Style: Bike racing | Players: Two

Another chance to play a greasy biker and engage in illegal street races. The game is noticeably faster than predecessors, but the visuals are rough. A two-player co-operative mode has been added, plus an amusing Be-The-Cop mode. They're both fun, but it's the straightforward races which

remain the most playable. At first it feels tiresomely familiar, but combo moves and super-strikes soon liven things up, as do the eight new weapons. Handling is also better, and you can take corners at great speed, swerving in and out of traffic. Lacks polish, but offers plenty of knock-about fun. DB



WORMS: ARMAGEDDON



Publisher: Hasbro | Developer: Team 17 | Release date: November | Origin: UK | Style: Worm blast 'em up | Players: Four

The worms return with more features, options and weapons in this turn-based strategy game in which teams of wrigglers battle it out on a randomly generated battlefield. The worms take turns blowing away the opposition using weapons such as shotguns, bazookas, mines, grenades and

exploding sheep. Graphics are superior, but it's the 60 oddball weapons and tools that really make the game, and there's certainly enough to keep even experienced Wormers coming back for more. There are 40 special missions for solo play, and multiplayer is hilarious. JH



RAT ATTACK



Publisher: Mindscape | Developer: Pure | Release date: September | Origin: UK | Style: Action puzzler | Players: Four

Time to play cat and mouse. As you can see from this month's demo, *Rat Attack* is not unlike a modern-day *Tom and Jerry*. Players have a choice of eight cats, each with differing abilities. Levels consist of a different room with a hole or two in the corner, from which streams of rodents appear. Your cat

possesses an Eraticator (chortle) which acts like a net and can be dragged to catch the buggers. Hit the Destructor icon and it will empty. Get hit by one of the scurrying creatures and you'll lose your captured rats or a life. You've sure got to be quick. It's very simple, but the multiplayer is great. OH



MEDAL OF HONOR

Publisher: EA | Developer: Dreamworks | Release date: October | Origin: US | Style: Shoot 'em up | Players: One



A unique title: a realistic World War II shooter developed especially for PlayStation. There are around 30 levels, including search-and-rescue missions and all-out assaults. There are 15 authentic weapons including handguns, shotguns, automatic rifles and different grenades. And when you

lob a grenade, the smart opponents sometimes lob them back at you, or dogs pick them up! Characters are superbly animated, there's loads of dialogue, and plenty of atmosphere. You can even disguise yourself as a German and try to stroll through enemy headquarters. Extremely promising. JH



LMA MANAGER

Publisher: Ozisoft | Developer: Codemasters | Release date: October | Origin: UK | Style: Soccer management | Players: Two



Shaping up to be the best soccer management game ever, if that's your bag, baby. *LMA* (League Managers' Association) looks superbly realistic and detailed, yet slick and immediate enough to pick up and enjoy straightaway. The controls are clever, using shoulder buttons to help you

quickly traverse through screens like team options, financial stats and scouting reports. There are lots of scenarios to choose from, including very short challenges for a quick play. Games are spectacularly presented with coaching options galore, and there's even a two-player mode. RP



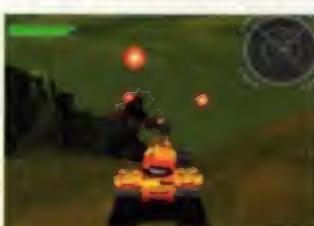
TINY TANK

Publisher: Sony | Developer: MGM | Release date: November | Origin: US | Style: Tanky shoot 'em up | Players: One



Save the day with a cute little tank with a bad attitude. Each level offers multiple objectives like infiltrating strongholds and blowing stuff up. Tiny's nose is a large-calibre canon and can be swivelled using the second analog stick. But this is useless because the camera doesn't follow the turret: you're

not likely to hit anything you can't see. Up to four other weapons are acquired by destroying enemies, including guns, missiles and a freeze ray. Other Tiny tricks include the ability to repair himself and send out teeny-wheeny tanks to perform designated tasks. Different, but looks sadly mediocre. JH



PUCHICARAT

Publisher: TBA | Developer: Taito | Release date: TBA | Origin: Japan | Style: Arcade puzzler | Players: Two



Everyone knows that aside from *Tetris*, *Bust-A-Move* offers the best puzzling money can buy. The coloured balls and canons combo is responsible for some of the most fiendishly addictive gaming ever. This new game replaces the canon with a ball and paddle, creating a bastard son of *Bust-A-Move*

and *Breakout*. The constantly moving ball must be paddled into the bubbles to burst them. Multiples can be popped by hitting several of the same colour or dislodging a big chunk. Fail to catch the ball and more bubbles appear. It's not as simple, but just as addictive as its predecessors. JB



SLED STORM

Publisher: EA | Developer: EA | Release date: September | Origin: Canada | Style: Snowmobile racing | Players: Four



Nearly here. And worth waiting for, with some of the best course design to grace the PlayStation. Snocross courses are man-made, straightforward, short-cut-free affairs. On open mountain tracks the racing route is marked only by sled marks in the snow, but there are so many alternative

routes and shortcuts that it's possible to complete some of the races without ever following them. Graphically, the game is looking special, especially the night racing. There might be nothing radically new, but the quality of the courses and support for up to four players makes it a winner. DM



PRINCE NASEEM BOXING

Publisher: Infogrames | Developer: Rage | Release date: September | Origin: UK | Style: Soccer sim | Players: Two



A showcase for the much-derided sport and the most realistic boxing sim around. There's a big choice of punches to throw, and defending your noggin and energy is just as important as landing a flurry of blows. Modes include Versus, Showcase, World (career), and Practice with personal

tuition from the Prince himself. Career mode looks the best and follows a unique storyline that unfolds in newspaper headlines as you build up towards your next bout. There are lots of texture-mapped fighters (including Naz) with individual styles. Dare we say, this game has punch... RY





The business simulation *Theme Park* involves you building rides and pricing entry tickets, staff, and even, er, taxes, against the clock. While not necessarily proportionate, budget variances proliferate and don't always resolve to your advantage.

A by-product of all that financial jockeying is that it gives you a solid understanding of the basic concepts of economics — supply, demand, and how to make profit of cash. As you level up down and into months of real time in the Theme Park, you'll slowly have left up in business and marketing pretty much out of it. Trust us, though, that far took consideration of the nature of a healthy financial environment, you really get into the game, it will not be like a year's of constant stress work.

Food safety, safety first, and other a roiling of the Disney Park park in the game of *Theme Park*. Planning is relative to evolve the various levels of PlayStation's expansion with *Theme Park World*. PSN should be producing content soon.

Official PlayStation Magazine: *Theme Park World*, what's it all about?

Steve Morris: *Theme Park* is first, importantly to create the greatest theme park your imagination can come up with and have fun, and secondly, if it's your self. Once you've got over the initial timer, you can continue to run with the park and progressing through eight levels and across four theme parks, trying to complete all of the challenges that will allow you and your company to collect all of the Golden Ticket awards possible.

The PlayStation's premier business sim, *Theme Park*, is bouncing back, promising a revamp that's bigger than *Ben Hur*. And this time round you won't need a degree in civil engineering... Producer Simon Harris briefed *PSM* on the upcoming release.

theme park world

PSM What advances are there over the original PlayStation version?

SH We've taken the basic idea of *Theme Park* and made it more accessible. The original *Theme Park* is a really complicated management simulation, with a massive amount of data, and a system where you can end up with a dozen or so of shortcuts being added to the system. With *Theme Park World* we thought it was a better idea of replicating the PC version and focused on what the player needed to do with the game. From that we've built a system that's I believe to be the most intuitive to be consumed in a game of this genre.

The main advance is in the game interface. In the game, *Theme Park* used a split-screen system to its advantage. *Theme Park World* has a complete 3D world with a camera perspective, which is controllable through a joystick. You can also switch to a mouse system that allows you to view the park through a camera, which you can wander around and see all the various attractions. The game runs in memory mode on the PlayStation 2, which makes

it so to how on the textures and the detail. In terms of gamability, we had a tough task in hand of us. The original *Theme Park* was a complicated management simulation presented in a really fun way. We didn't want to lose any of that depth, while making it less繁雜 and hard for us to get into. We've thrown away loads of functionality, things like the stock market, and the need to make stock for your theme park. We felt you would actually want less choices and tended to believe that more actually complicates the park.

PSM Explain the control system. How will it work with the D-Pad/analogue pad concept?

SH We discussed the idea of having a cursor system and went back to basics on what the player would want to do in order to play the game. The system we came up with centres around what we call the gizmo. This looks a little like a 3D mouse and sits in the corner of the screen all the time while you're playing any game.

The gizmo has four buttons, which are located in the game formation at the bottom of a

PlayStation controller, so whatever button you press will be represented by a button on screen to show you what it will do. These buttons are located somewhere and will only change when you are doing or when you have previously done.

For instance, if you decide you want to buy a ride, you'll press the button which opens the menu screen. This will present you with a list of what you can buy. The buttons on the game will then display an Accept and a Cancel icon to show that you can cancel and return to the game, or press Accept and buy the item currently selected.

Coupled with this we have the advisor who provides you with information on what's happening in the game. He's also useful as a tutorial – you should never have to look at this menu.

The D-Pad or analog stick will scroll the park around, or make selections in the information screens.

PSM Can management games ever rival the more immediate thrills of a roller coaster or a beat 'em up?

Sgt I really think that this one can. Theme Park World makes it this basic. On the first level, you can just click away from jumps into fast-paced roller and slide them twice, you've beaten the competition. You can do everything from jumping up and down on the boxcar, down to being on the roller coaster. You can get this up and running in a few minutes, so you'll be able to get involved out of the game quickly, which is usually what most people of game looks.

The second level is the management game. This requires you with basic thinking about the planning of your park, which is more and more hard to be successful. Since there are eight different parks, each one with their own individual set of rules and regulations, there's a lot to go through and see.

According games and beat 'em ups cater for the male market. The original Theme Park was heavily aimed at women gamers who maybe don't own a PlayStation, but their boyfriends do and they play it occasionally. It's not like the alternative rock that you experience with Tekken or Gran Turismo, instead it's about creating your own amusement.

PSM Is there anything in the game that is really new?

Sgt Everything in the game is new when compared to Theme Park, but if you are talking about new in terms of unique in PlayStation games, I think it has to be.

the dual level of gameplay. Even in our early testing when bad people who approach the game in very completely different ways. Some people approach it in an organized fashion, meaning you'd have definite goals like they use their money. Others are carefree and have no money, they'd just want to visit their park, not really caring whether they are compatible with their purchases or not. It's a bit like a democracy but really...

PSM What is it that drags people back for just one more try?

Sgt The promise and delivery of new things. When you start the game you only have one park open to you, but you can immediately see two bridges to other islands. As you play a park, you'll be rewarded with Golden Tickets for all sorts of things, such as making your regular visitors, or being green and having a system in place to deal with litter. These Golden Tickets can be used to either buy items such as the rollercoaster or special events like parades, or you can open the bridges with them and move on to open different parks with different themes. It'll take a lot of playing in order to see all of the eight cities, buy all of the special items, see all of the special events and find all of the sub-games, just like the original Theme Park, you always feel that you can make your roller coaster or big theme that little bit more exciting and your park that little bit better.

PSM Any comedy sub-games?

Sgt There'll be surprises, which will play an important part in the progression through the game. I don't know if you are interested in what at the moment, we're currently trying to be surprising our customers, you know?

PSM Any secret that no-one else knows?

Sgt Hmmm... Okay, one of the characters is going to be the ability to race on the roller coaster tracks.





Name: Scott Hock

Company: Theme Park World

Job title: Producer

Job description:

Working for a company which is producing games, Theme Park World is responsible for all the marketing and sales along with development. At my Theme Park World job I am responsible for Rattler. As Theme Park World is a multi media company, it's not only a PC download, this includes a large amount of design work as well as things such as writing the press and promoting the game, both internally and externally. There is a massive amount of work involved for me as the title editor of my journal. Every producer has a certain amount of time to hold over communication with the team and to communicate our marketing areas of the project, such as marketing and our internet Web page?

Game history:

Theme Park World's first game was Theme Park, which was released in 1996 and was followed by Theme Park 2, which was released in 1998. Theme Park 2 was followed by Theme Park 3, which was released in 1999. Theme Park 3 was followed by Theme Park World, which was released in 2000.

Influences on Theme Park World:

The original games, Theme Park and Theme Hospital mainly. Theme Park is almost nothing like Theme Park World, but in the 90s market on the PlayStation, in 1998. However, the game is really big. There are lots of attractions to build such as roller coasters, as Community Store Simulator 2 and Jeff's Mcdonald School.

Your favourite ever game:

My favourite game would have to be the game Tombraider, because it's a picture, like the graphics, you can't really tell what's going on, but it's a good game.



WE CAN
YOU TOO
DO IT
BUT
HAVE TO



**DO NOT
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OUT-SPY
OUT-KILL
WE'LL
KILL YOU.

Investigate and infiltrate an undercover world of covert operations, biological weapons and espionage.

Out-kill. Out-spy. Out in July. Stand by for more details.



little known gems

If you're not into the big budget PlayStation titles, there's a whole world of gems out there. They aren't likely to be reviewed. Download them at PSM's website for just 99p. It's a great excuse to buy. But you may be surprised, you'll be surprised at what you find.

ALUNDRA

Developer: Climax
Publisher: Sony
Reviewed: PSM 9

After *Final Fantasy*, surely the PlayStation's second-best role-playing game? It's compulsively addictive, deceptively simple and incredibly playable. It picks and chooses the best elements from a wide variety of genres. But the gaming public still seems to be put off by Japanese styling.



CHANCES OF FINDING IN A BARGAIN BIN
A REWARDING ADVENTURE

BLAST CHAMBER

Developer: Attention to Detail
Publisher: Activision
Reviewed: PSM 2

One tough cookie that's going to have you busting your brain in one-player mode, and busting your joypad in multiplayer. But this fine and original puzzler seriously bombed. The fast pace and sense of tension – as the timer on your backpack bomb ticks down – makes it a gem.



CHANCES OF FINDING IN A BARGAIN BIN
SUSPICIOUSLY LOW

BROKEN SWORD 1 & 2

Developer: Revolution
Publisher: Sony
Reviewed: PSM 2 & 6

The original was a beautifully created epic awash with ambience and Parisian chic. The sequel was one of the most atmospheric adventure games money can buy. Both sold about six copies. There's top dialogue, detailed plots, and testing but not too obscure puzzles. Sad.



CHANCES OF FINDING IN A BARGAIN BIN
A TAKING ADVENTURE

BUBBLE BOBBLE 2

Developer: East Point
Publisher: Virgin
Reviewed: N/A

A brilliant arcade game perfectly replicated. Has cracking gameplay, 120 screens, cute graphics and comic sounds. Playing cooperatively or against a friend is gaming heaven. Was probably ignored because of the cute graphics and retro gameplay, but still stacks up beautifully.



CHANCES OF FINDING IN A BARGAIN BIN
FLOATING AWAY

BUST-A-MOVE 2, 3 & 4

Developer: Taito
Publisher: Acclaim
Reviewed: PSM 1, 9 & 21

One of the most enduringly enjoyable two-player games ever. *Bust-A-Move* is the biggest-selling title in this feature, but it's never reached the kind of mainstream audience it clearly deserves. *Tetris* gets all the attention, but this is better with a friend. Incredibly addictive.



CHANCES OF FINDING IN A BARGAIN BIN
PUZZLINGLY EXCELLENT

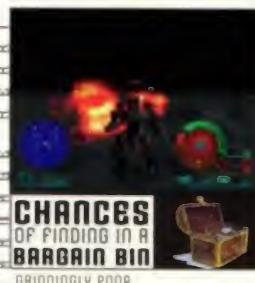
PEEL AWAY THE SHRINK-WRAP OF THESE GAMES, AND YOU'LL FIND ALL OF THEM ARE ABSOLUTE GEMS. PUNNY, BECAUSE NO-ONE BOUGHT THEM WHEN THEY HIT THE STORE SHELVES. JASON "SHERLOCK" HILL HAS DUG DEEP INTO THE BOWELS OF THE PLAYSTATION UNIVERSE TO UNearth 50 LITTLE KNOWN GEMS...



CARNAGE HEART

Developer: Artlink
Publisher: Sony
Reviewed: PSM 4

Intensely absorbing, horribly addictive and superbly presented. Definitely one of the best strategy games around. The idea of designing, constructing and programming robots doesn't sound like the most exciting concept ever, but you should have believed us when we said it was good. Really. Admittedly, it's an odd mixture of cerebral planning (designing bots) and voyeurism (watch battles) but it's very challenging, tense and spectacularly fun.



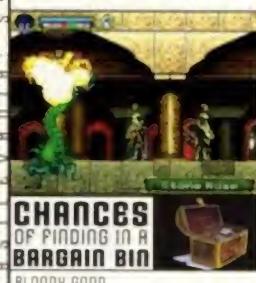
CHANCES
OF FINDING IN A
BARGAIN BIN

GRINDINGLY POOR

CASTLEVANIA: SYMPHONY OF THE NIGHT

Developer: Konami
Publisher: GT
Reviewed: PSM 7

Castlevania looks like an old game, but it's an excellent platform romp. Scratch beneath the surface and the combination of platformer and role-player yields great rewards and offers bundles of playability. Sent to Castle Dracula, your job is to destroy the place and rid the world of evil. You take on demons, skeletons, monsters, ogres, vampires and ghosts. Collect armour and weapons, learn spells and shape-shift into wolf, bat or mist forms. Marvellous.



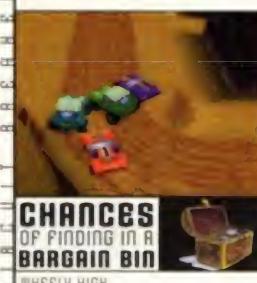
CHANCES
OF FINDING IN A
BARGAIN BIN

BLOODY GOOD

CIRCUIT BREAKERS

Developer: Mindscape
Publisher: GT
Reviewed: PSM 14

One of the best multiplayer games on PlayStation. "One more go" is heard long after the cows have come and gone. We still play it in PSM Towers, and the competition brings out the real bastard in us all. It's addictive and clever top-down racing, with some of the finest stunts known to man. Everyone bought *Micro Machines* instead, which we also love, but *Circuit Breakers* is even better. Just sample some of the power-ups and you'll see why.



CHANCES
OF FINDING IN A
BARGAIN BIN

WHEELY HIGH

COLONY WARS & VENGEANCE

Developer: Psygnosis
Publisher: Sony
Reviewed: PSM 6 & 17

The first game was stunning and well designed; the second was a challenging and compelling space combat game and a superb sequel. But most punters ignored the many copies on store shelves and headed straight into *Wing Commander* territory, clearly a very tragic mistake. Fortunately, *Vengeance* is still available in most good stores, so go out and redeem yourselves straightaway by grabbing a copy. You'll love the taxing missions and spectacular visuals. Honest.



CHANCES
OF FINDING IN A
BARGAIN BIN

UNIVERSALLY MASSIVE

CONSTRUCTOR

Developer: System 3
Publisher: Acclaim
Reviewed: PSM 15

SimCity meets the *Carry On* films, it's a fabulous little strategy game in which you must build the perfect city while dealing with hundreds of dodgy geezers. You are a property developer, charged with building housing estates for ungrateful tenants, who have a habit of burning buildings down. If you're patient and love a challenge, this will have you absorbed. It's very hard, but we think the reason it didn't take off was because there weren't many copies available.



CHANCES
OF FINDING IN A
BARGAIN BIN

CONSTRUCTIVELY, NOT GOOD



little known gems

DEATHTRAP DUNGEON

Developer: Eidos
Publisher: Brisoft
Reviewed: PSM 11

Was perhaps inevitably compared unfavourably to the *Tomb Raider* games, but it's a solid and well-designed fantasy 3D romp. With nearly 40 levels, it's a very large game, and offers a lengthy challenge. There are stacks of puzzles and traps, and more depth to the combat than *Tomb Raider*. Sure, Red Lotus just isn't a patch on Lara Croft, but this is still a very good action adventure. Chances are you'll find a copy on store shelves at a very low price, too.



CHANCES
OF FINDING IN A
BARGAIN BIN

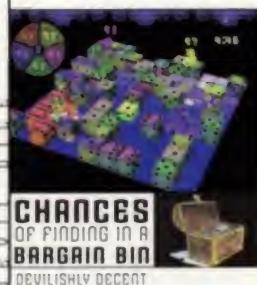


FANTASTICALLY GOOD

DEVIL DICE

Developer: THQ
Publisher: Sony
Reviewed: PSM 19

A puzzle game to give your noggin a real workout. Rid a board of dice by joining like dice together. Sounds simple, but it's not. In fact, *Devil Dice* is tremendously tricky, and very addictive. There's plenty of playing options on offer, including a very solid multiplayer mode. Maybe it's just us, but we think puzzle games are great - especially those that you can play against a friend - yet no-one buys them. This one's ingenious and one of the best.



CHANCES
OF FINDING IN A
BARGAIN BIN



DEVILISHLY DECENT

EPIDEMIC

Developer: Genki
Publisher: Sony
Reviewed: PSM 4

Hardly revolutionary, but *Epidemic* does have a certain hard-to-define charm, as well as loads of clever touches. It's like *Manga Mech Doom*, and there's something about the storyline combined with the shoot 'em up action that creates a highly atmospheric experience. A refreshingly different title that was all but ignored, probably because PlayStation owners suspected it was yet another mindless clone. We'll let you in on a little secret: it's not.



CHANCES
OF FINDING IN A
BARGAIN BIN



INFECTIOUSLY LOW

EVERYBODY'S GOLF

Developer: Camelot
Publisher: Sony
Reviewed: PSM 13

We can't believe you missed this gem. PSM rates it as one of the best sport sims ever. Perhaps it was the cute graphics that put you off, but rest assured, this is an incredibly complex golf sim, and you have very comprehensive control of your golfer. The game is beautifully structured, with new characters and courses opened up as you improve, giving you great incentive to keep playing. Addictive and charming, and superb against friends.



CHANCES
OF FINDING IN A
BARGAIN BIN

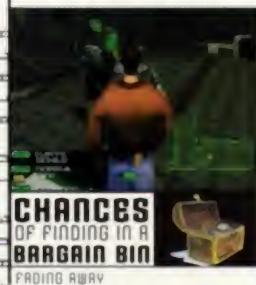


RARE AS AN ALBATROSS

FADE TO BLACK

Developer: Delphine
Publisher: EA
Reviewed: N/A

The sequel to *Flashback*, and a challenging, exciting and fabulous 3D action adventure starring that bloke called Conrad. It's one of those rare games that leaves you feeling a bit down that it had to end. You really feel like you're taking part in a constantly evolving story. The game was released about the same time as *Resident Evil*, which just might help explain that it never got the attention it deserved. PSM recently saw a copy, so it is out there!



CHANCES
OF FINDING IN A
BARGAIN BIN



FADING AWAY

ISS PRO & ISS PRO 98

Developer: Konami
Publisher: GT
Reviewed: PSM 7 & 16

Arguably the most popular titles in this feature, but ones we felt compelled to include because so many punters seem irresistibly drawn to the *FIFA* games instead. We acknowledge the most recent *FIFA* titles are ace, but *ISS* is the best kick-around money can buy. If you're a fan of sports games, then you must add an *ISS Pro* game to your collection. And it's one of the new inclusions in this feature you won't have any trouble chasing. Do it now.



CHANCES
OF FINDING IN A
BARGAIN BIN



AN OPEN GOAL

JERSEY DEVIL

Developer: Magic Tool
Publisher: Ocean
Reviewed: PSM 11

A huge, colourful moreish 3D platform game that demands your attention, but received precious little. The puzzles often appear brain-meltingly tricky, and indeed the game is probably too tough for its own good, but *Jersey Devil* is clever. It makes you work for its prizes, and exploration is the key to much of it. The levels are gorgeously designed and the purple Devil himself moves with amazing fluidity, excluding personality and crisp animation.



CHANCES
OF FINDING IN A
BARGAIN BIN



R DEVILISH TASH

JUMPING FLASH 1 & 2

Developer: Exact
Publisher: Sony
Reviewed: N/A & PSM 1

One of the first PlayStation games released, *Jumping Flash* is an innovative twist on an age-old genre. The star of the game is a robotic rabbit (Robbit) that can perform huge leaps around the 3D environment. The idea is to retrieve the carrot-shaped jetpods scattered around each level. The graphics have dated, but both the original and the sequel still provide superb 3D platform fun. In its day, perhaps Robbit was just too innovative for his own good.



CHANCES
OF FINDING IN A
BARGAIN BIN



JACK

KULA WORLD

Developer: Game Design
Publisher: Sony
Reviewed: PSM 11

An innovative little puzzle game that will have you scratching your head. You must guide a ball around a series of blocks, collecting keys to unlock the exit gate. To make things difficult, you must avoid obstacles like spikes, ice and fire, jump between platforms and complete the stage before the timer runs out. It seems to induce vertigo while simultaneously testing your knowledge of the laws of physics. But perhaps it was just a bit too bizarre for most.



CHANCES
OF FINDING IN A
BARGAIN BIN



PUZZLINGLY POOR

MAGIC CARPET

Developer: Bullfrog
Publisher: EA
Reviewed: N/A

The ultimate toy to take you to new heights. An innovative, addictive and dazzling mix of strategy and action. You are a humble apprentice with a magic carpet and must restore the world to equilibrium by battling through a ton of taxing missions in sprawling worlds with great spells at your disposal. It was released in the early days of PlayStation and might have just been dismissed as another cheap PC port, but it's a solid conversion of a very classy game.



CHANCES
OF FINDING IN A
BARGAIN BIN



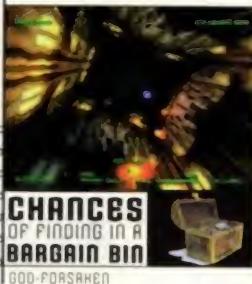
FLYING AWAY



FORSAKEN

Developer: Probe
Publisher: Acclaim
Reviewed: PSM 11

Forsaken looks striking and is a real pleasure to play. The smoothness with which you swing round and dive into a hole will have you leaning in your chair, grinning all the way. This is undoubtedly one of the best 3D shooters ever made, but despite an expensive advertising campaign, it was never popular. Maybe it was the flying bicycles that put you off. They've been desperately uncool ever since *Return of the Jedi*'s loathsome Ewoks took them for a spin.



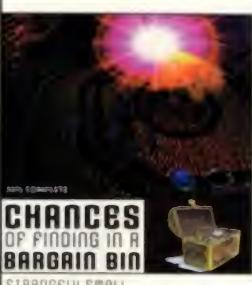
CHANCES OF FINDING IN A BARGAIN BIN

GOOD-FORSAKEN

MDK

Developer: Shiny
Publisher: Interplay
Reviewed: PSM 6

One of the most stylish and intelligent blasts on PlayStation. Beautiful and clever gameplay, wonderful graphics and a hilarious sense of humour, it was sadly ignored. Perhaps it was too clever for its own good, or punters just thought it was another *Doom* clone. You'll find yourself climbing the walls akin to the best 3D platformers, sniping faraway villains like the best shooters around, or gliding from dizzy heights like a top-notch flight sim. Dazzling.



CHANCES OF FINDING IN A BARGAIN BIN

STRANGELY SMALL

FUTURE COP: LAPD

Developer: EA
Publisher: EA
Reviewed: PSM 17

Surprisingly addictive, this is one of the PlayStation's best shoot 'em ups. The game is set in a bleak future packed full of baddies. The two-player modes are excellent, but there's an immensely enjoyable solo experience thrown in to boot. There are loads of weapons, but there's also more to the game than mindless slaughter. Maybe the game was in fact just a little bit too complex for the average punter, but it's certainly a gamer's game.



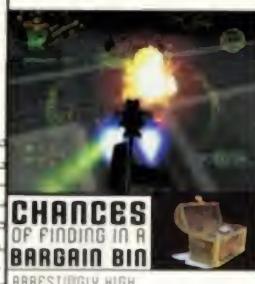
CHANCES OF FINDING IN A BARGAIN BIN

COP IT SWEET

G-POLICE

Developer: Psygnosis
Publisher: Sony
Reviewed: PSM 6

A superbly executed videogame that hangs together beautifully and plays like a dream. It did well everywhere else in the world - good enough to even reach Platinum status - but sold about three copies in Australia... Why? We have no idea. *G-Police* is a fabulous game that we still love. Perhaps it seemed too complicated, or was just released too close to *Tomb Raider 2*. It's one of the most sophisticated and innovative helicopter shoot 'em ups ever.



CHANCES OF FINDING IN A BARGAIN BIN

ARRESTINGLY HIGH

HOST IN THE SHELL

Developer: Exact
Publisher: Sony
Reviewed: PSM 12

An ingenious and heady shoot 'em up based on a popular Manga movie. It's a bit like *Doom* with a metal spider rather than a big bloke. You can use devious tactics and the 12 missions include a range of challenges such as simple search and destroy missions and against-the-clock chases. The game was maybe too strikingly original and Japanese for many palates, but still remains a title worthy of attention. We've recently seen a ghost, so look out for it.



CHANCES OF FINDING IN A BARGAIN BIN

SPIRITUALLY SLIM

GUNSHIP 2000

Developer: Microprose
Publisher: GT
Reviewed: N/A

A PC port of an excellent chopper simulation: one of the most sophisticated ever created. If you can spend the time to get to grips with it, *Gunship 2000* will reward with some of the most intriguing and absorbing gameplay you can point a missile at. It has deep, exciting and varied gameplay. Sadly, when it was released, most PlayStation owners were only interested in quick, cheap thrills. If you're not afraid of an intellectual and physical challenge, search for it.



CHANCES OF FINDING IN A BARGAIN BIN

NOT MUCH CHOP

MOTOR TOON GP 2

Developer: Polyphony
Publisher: Sony
Reviewed: PSM 1

Quiz time, trivia fans. What did Polyphony release after *MTGP*? Why, *Gran Turismo*, of course. This little racer is not quite in the *GT* league, but it deserved much more attention than it received. Most gamers probably ignored the game because of its cartoon graphics, heading to *Ridge Racer* territory instead. But it's a great little game, with a host of wacky tracks and drivers, power-ups, weapons and secrets to find. Fun and addictive.



CHANCES OF FINDING IN A BARGAIN BIN

TEENY WEENY

MOTORHEAD

Developer: Digital Illusions
Publisher: Gremlin
Reviewed: PSM 11

Among the huge pile of PlayStation racing games, this one stood out to us because of its futuristic styling and blistering speed. But it obviously didn't stand out on shop shelves, because poor old Gremlin sold about eight copies. It's obviously very tough for punters to sort the wheat from the chaff. *Motorhead* is nauseatingly fast, there are loads of cool-looking circuits, ten cars and a steep but rewarding learning curve.



CHANCES OF FINDING IN A BARGAIN BIN

PRB

OVERBOARD!

Developer: Psygnosis
Publisher: Sony
Reviewed: PSM 6

A splendid puzzle shoot 'em up that's a prime piece of ship-based tomfoolery. You are in control of a galleon ship on a quest to find long-lost treasures around the world. Along the way you must destroy enemy strongholds, ports and shipyards. Enemies include other ships, exploding fish, flame-throwing turrets and airships that drop bombs. Refreshingly different, but tough to pigeonhole, which is what might have confused the public.



CHANCES OF FINDING IN A BARGAIN BIN

A WASHOUT

PARAPPA THE RAPPER

Developer: Sony
Publisher: Sony
Reviewed: PSM 5

Undoubtedly one of the most original computer games ever, *Parappa* is quirky, imaginative, fun and rather clever. It's a game to be enjoyed with friends and family, and a game that's almost single-handedly started a new genre of games. Its off-the-wall humour and bizarre, colourful cutout graphics obviously put many hardened gamers off, but we're at a loss to understand why gamers don't want to enjoy truly original games. Let's hope *Um Jammer Lammy* gets more street-cred.



CHANCES OF FINDING IN A BARGAIN BIN

SLIM, JIM



little known gems

POCKET FIGHTER

Developer: Capcom
Publisher: Ozisoft
Reviewed: PSM 16

Proof that 2D beat 'em ups are a worthy alternative to polygonal pugilism and certainly not passé. If you give it a chance, *Pocket Fighter* will appeal to young and old alike, containing super-deformed characters and incredible depth to the combat. Above all else, it's great fun, a point sadly unrecognised by the vast majority of the gaming community, who were all too easily fooled by this game's deceptively cute appearance. It packs a punch, honest!



CHANCES
OF FINDING IN A
BARGAIN BIN



RAFIGHT

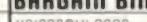
RIVAL SCHOOLS

Developer: Capcom
Publisher: Ozisoft
Reviewed: PSM 17

Tekken 3 is the undisputed king of beat 'em ups, but Joe Public must be informed that there's some pretty good other titles to place beside *Tekken* in his gaming library. *Rival Schools* adds plenty of new elements for those who think it's a tired genre, and was a return to form for once-mighty Capcom. A game that flows effortlessly from move to move and showcases everything Capcom has learned in its 15 years in the fighting game arena.



CHANCES
OF FINDING IN A
BARGAIN BIN

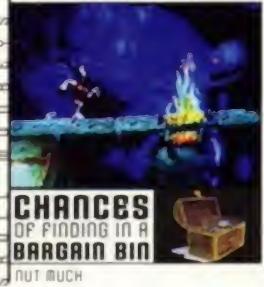


UNIFORMLY GOOD

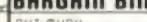
SKULL MONKEYS

Developer: Neverhood
Publisher: EA
Reviewed: PSM 2

Another 2D game obviously overlooked, *Skull Monkeys* is an impressive, polished and playable platform game. Even the beautiful claymation-style graphics couldn't attract the punters. The game also has a superb sense of humour. Collecting power-ups enables you to send forth a fart-clone of yourself to scout out territory, or it may transport you to a '70s glam world. With over 100 stages, you won't get through the game quickly.



CHANCES
OF FINDING IN A
BARGAIN BIN

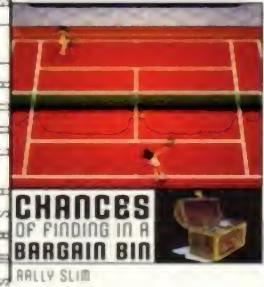


NOT MUCH

SMASH COURT TENNIS

Developer: Namco
Publisher: Sony
Reviewed: N/A

Fortunately, beautiful Anna has come along and hopefully no-one will miss this wonderful tennis game on the shelves second time around. The original might be noticeably slower than the new version, but it still has the huge selection of wonderful characters and bizarre courts, and is incredible fun in two- or four-player mode. It requires a great deal of skill, too. Unfortunately, it was released very early in the PlayStation's life, and will be a bugger to find.



CHANCES
OF FINDING IN A
BARGAIN BIN



RALLY SLIM

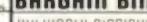
SPACE HULK

Developer: Key
Publisher: EA
Reviewed: N/A

Loads of depth, and an innovative title combining action and thinking in one atmospheric package. It was released eons ago, but still stands up rather well today thanks to its impressive tactical depth not seen in many other shoot 'em ups. Not only is there a rather good 3D *Doom*-like mode, there's also an overhead map view in which you're giving the orders to other soldiers. There's a lot of variety in *Space Hulk*'s missions, too.



CHANCES
OF FINDING IN A
BARGAIN BIN



HULKINGLY DIFFICULT

THEME HOSPITAL

Developer: Bullfrog
Publisher: EA
Reviewed: PSM 11

Perhaps it was inevitable. The idea of building and managing a hospital just doesn't sound as much fun as playing with a theme park, so this one got overlooked in favour of Bullfrog's original in the *Theme* series. But *Hospital* is quirky, amusing and very clever, and can now be picked up for a song. The game is complex at the same time as being funny, and if you want a challenging and enjoyable strategy game, it's one of the best.



CHANCES
OF FINDING IN A
BARGAIN BIN



INFECTIOUSLY HIGH

THUNDERHAWK 2

Developer: Core
Publisher: Sony
Reviewed: N/A

Dumps ultra-realism for fast and addictive, adrenaline-pumping gameplay. Unfortunately, many people associate flight sims with PCs and spending tedious hours peering at a computer-generated landscape searching for a speck on the horizon to bomb. *Thunderhawk 2* is different. It ditched all the pretences of being a hi-tech simulator and is nearer to a straightforward shoot 'em up with a helicopter Quality 3D graphics and top gameplay.



CHANCES
OF FINDING IN A
BARGAIN BIN



THUNDERHAWKLY HIGH

TOBAL NO. 1

Developer: Square
Publisher: Sony
Reviewed: PSM 2

Square's first beat 'em up is no *Tekken* beater and nowhere near as spectacularly great as *Tobal 2* (which sadly never got released here) but it didn't deserve to be ignored, either. When released, *Tobal* was something of a breath of fresh air, with impressive graphics, grappling moves and a quest mode with players fighting through a series of dungeons. We don't blame anyone for buying *Tekken* instead, but if you can manage to find this one, you'll have fun.



CHANCES
OF FINDING IN A
BARGAIN BIN

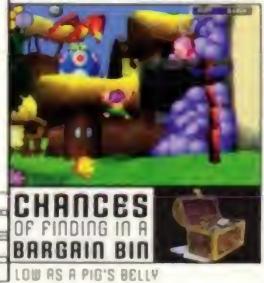


NOT HIGH

TOMBI

Developer: Whoopee Camp
Publisher: Sony
Reviewed: PSM 13

A rare gem, a platform game with depth, and one with a pink-haired Neanderthal and squealing pigs. Even the most platform-weary PlayStation owners should give it a go. *Tombi*'s immediacy draws you in, but it is the constant and varied challenges and puzzles that are guaranteed to keep you hooked – surprises lie around every corner. Don't be put off by the bizarre visuals, it's all part of the game's charm. Good luck finding the little fella, though.



CHANCES
OF FINDING IN A
BARGAIN BIN

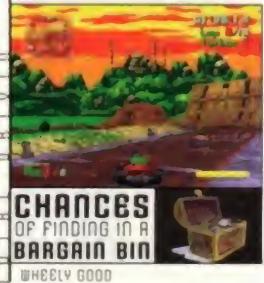


LOW AS A PIG'S BELLY

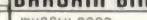
TOTAL DRIVIN'

Developer: Eutechnyx
Publisher: Ocean
Reviewed: PSM 6

One of the most comprehensive racers around, with loads of different vehicles and tracks to attempt. Sure, there are countless quality racing games on PlayStation, but how many have 40 different cars and 36 tracks across six countries? Not even the mighty *Gran Turismo* does (although this is not quite the same standard). Another top feature is hazards on the tracks like avalanches, lava explosions and rock slides. If you can find this one cheap, snap it up.



CHANCES
OF FINDING IN A
BARGAIN BIN



WHEELY GOOD



STREET FIGHTER ALPHA 2

Developer: Capcom
Publisher: Ozisoft
Reviewed: PSM 22

It might lack the extra dimension of most beat 'em ups today, but *Street Fighter*'s gameplay is still hard to beat, especially for two players. It was overlooked because most pundits were bored of playing *Street Fighter* years ago, and wanted all-new whizzy *Tekken* in its 3D splendour. But with the *Tekken* series in your collection, there's no reason not to add this beauty. It's the culmination of countless years of gameplay tweaking on one of the biggest gaming franchises ever.



CHANCES OF FINDING IN A BARGAIN BIN
RYU-LY GOOD

SUPER PUZZLE FIGHTER II TURBO

Developer: Capcom
Publisher: Virgin
Reviewed: PSM 4

A hugely satisfying puzzler that just keeps improving the more you play it. But perhaps no-one could understand how a puzzle game based around the *Street Fighter* characters could be any good. We have, after all, grown up since our button-bashing days, right? And yet this is a treasure of a puzzle game that's impossible to put down, especially in two-player mode. We rate it almost as highly as the monumentally superb *Bust-A-Move*.

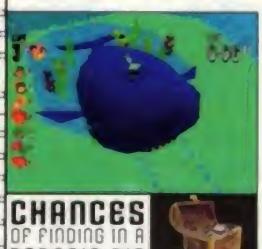


CHANCES OF FINDING IN A BARGAIN BIN
BIT OF A FIGHT

SUPERSONIC RACERS

Developer: Supersonic
Publisher: Mindscape
Reviewed: PSM 3

Admittedly, it's not as good as *Circuit Breakers* or *Micro Machines*, but what makes it still a brilliant buy is good old-fashioned playability. It's surprisingly good fun for single players and a riot with a pack of eight huddled around a telly. It's a polished, addictive and splendidly enjoyable racer. In multiplayer mode, it's a frenzy of bashing and skidding in all manner of lovingly created vehicles, and we're at a loss to explain why it never sold.

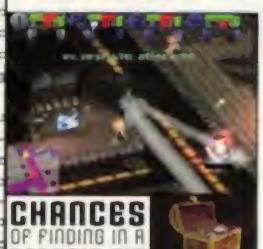


CHANCES OF FINDING IN A BARGAIN BIN
SUPERSONICALLY SMALL

SYNDICATE WARS

Developer: Bullfrog
Publisher: EA
Reviewed: PSM 5

A superbly crafted game that will delight and entertain. It has bags of depth, and stands up more than well years after its release. At the time, we said it was a must-buy, yet precious few heeded our advice, perhaps fearing the strategy action was too complex. Certainly the game isn't patronisingly easy, but rather gloriously challenging. It's also gorgeous to look at and has a satisfyingly dark and sinister take on the future. Plenty of replayability, too.



CHANCES OF FINDING IN A BARGAIN BIN
EXPLOSIVELY EXCELLENT

TEMPEST X

Developer: Atari
Publisher: Interplay
Reviewed: N/A

One of the fastest, hardest, most intense and exciting shoot 'em ups you'll ever play. Unfortunately, remakes of old classics tend to fall on slightly deaf ears, and the punters are usually right to ignore them. But *Tempest X* is a sleek, shiny, sexy powerhouse with great music, eye-threatening graphics and the sort of simple and effective gameplay that makes even cynical old games journos weep for joy. Atari's last hurrah. Rest in peace.



CHANCES OF FINDING IN A BARGAIN BIN
SNOWFLAKE IN HELL

VANDAL HEARTS

Developer: Konami
Publisher: GT
Reviewed: N/A

A careful blend of riveting storyline, cute animation and devastating gameplay from the champs at Konami. Maybe the Japanese feel put most punters off, or perhaps it sounded too strategy-orientated, but poor GT couldn't give it away. It's all very disappointing, because *Vandal* is a satisfyingly scripted, wonderfully realised series of set-piece battles in the style of the brilliant *X-COM* games. It's refreshingly different and you'll love it. Just give it a go... Please.

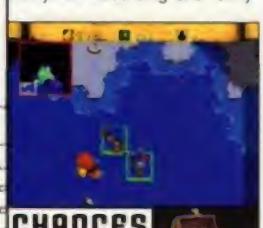


CHANCES OF FINDING IN A BARGAIN BIN
FANTASTICALLY POOR

WARCRAFT 2

Developer: Blizzard
Publisher: EA
Reviewed: PSM 6

More detailed than *Command & Conquer*, with loads of options and a lot more personality. But sold bugger all on PlayStation compared to *C&C*. Strategy games have typically had a hard time finding an audience on the PlayStation. *C&C* managed it, but for some reason the battle of the orcs and humans didn't. It's a shame because *Warcraft* has more satisfying base building elements, a more open mission structure and a more satisfying storyline. Absorbing and funny.



CHANCES OF FINDING IN A BARGAIN BIN
A BATTLE

WARHAMMER

Developer: Mindscape
Publisher: Mindscape
Reviewed: PSM 3

Warhammer was sub-titled *Shadow of the Horned Rat*, which is enough to put anyone off. But look beyond the horrendous title and you'll find a great strategy game. It has two main sections, a management side where you select which contracts to carry out, learn about new items and spells you've discovered, and choose your units for each battle, then it's onto the main battlefield where combat is turn-based. It's a little different and the level of detail is quite astonishing.



CHANCES OF FINDING IN A BARGAIN BIN
DEVASTATINGLY LOW

WARHAWK

Developer: Sony
Publisher: Sony
Reviewed: N/A

A terrific-looking and demanding flight sim that offers a wide and varied range of thoroughly addictive carnage. *Warhawk* was released here in the first months of PlayStation, so it's no surprise it got overlooked, but if you manage to find a copy today, you'll find there's so much action and explosions, that at times it's almost difficult to see what's happening. There's even a tactical element to the game, with management of shields. A difficult but rewarding game.

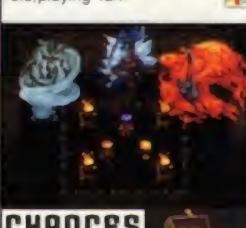


CHANCES OF FINDING IN A BARGAIN BIN
WAR IS HELL

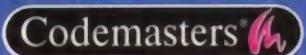
WILD ARMS

Developer: Sony
Publisher: Sony
Reviewed: PSM 20

A simply superb role-playing game. But it seems if people don't see the words *Final Fantasy* on the title, they won't buy it. When will you all learn that the Japanese make some incredible games? It's more complicated than *Alundra*, but also offers more depth and variety. It boasts many clever ideas and features all of its own, along with a gripping plot and a unique world to explore. Slick, fun and polished, and a must-buy for any role-playing fan.



CHANCES OF FINDING IN A BARGAIN BIN
WILDLY UNPREDICTABLE



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ROM**

G

Face your fears. Test your skill, your balance, your nerve.

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PLAYTEST

Wipeout 3 has been the office favourite this month, but with *X-Files*, *South Park* and *WWF Attitude* also around there was plenty to talk about. *G-Police 2* and *Point Blank 2* are also not to be sniffed at. If you want a real bargain this month though then look no further than *Resident Evil 2* and *Tekken 3* at their new Platinum price points. Bargains!

ILLUSTRATION BY TAM MORRIS

PSM ratings

- 10** For games that are just perfect. A must-buy.
- 9** Highly recommended, this is a great game to play.
- 8** Very good. Well worth considering as a title.
- 7** Not bad, but minor flaws mean we have doubts.
- 6** Fairly average. Not really worth purchasing.
- 5** The wrong side of average. We'd avoid it.
- 4** Looking pretty dodgy. Major problems here.
- 3** Very poor. Something has gone badly wrong.
- 2** Rubbish. An inept, short-lived game. Just crap.
- 1** Take CD from sleeve and use as coffee coaster.

REVIEWED

New games

Attack of the Saucerman 81

Castrol Honda Superbike 84

FA Premier Stars 79

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Point Blank 2 76

Re-Volt 80

South Park 76

Wipeout 3 68

WWF Attitude 74

X-Files 82

Re-releases

MediEvil 81

Resident Evil 2 81

Tekken 3 81

Here's a bunch of space cadets if ever you saw them. Completely taken over by *Wipeout 3*, the team has gone into orbit over the futuristic racer. It's simply out of this world. They're simply out of their heads.





GAME OF
THE MONTH!

Wipeout 3

The world's trendiest videogame is back. *Wipeout* was one of the most important games in fashioning the PlayStation's street cred, and the third instalment is the best yet.

Publisher: Sony

Developer: Psygnosis

Release date: September

Origin: UK

Style: Futuristic racer

Price: \$79.95

Wipeout 3 is the stuff that'll get even the most jaded gamer excited. It's fabulous. Everything that made its predecessor the coolest racing experience on any console has been left intact: the music, the stunning visuals, the outrageous speed, the futuristic styling.

But Psygnosis has managed to add plenty of new features and ensure that this is comfortably the best in the series, without ever threatening to throw the baby out with the bath water. It would have been a serious mistake to try and make the game fresh and win over a new audience by ditching features that made the *Wipeout* and *2097* so wonderful.

The eight tracks in *Wipeout 3* are all set within one futuristic city, and the track design is inspired. There are much longer circuits, with smoother, more fluid designs. Once you learn the tracks, top pilots will find they don't have to slow down as often, and when

you hit multiple speed pads the exhilaration is extraordinary. There are more jumps, drops and other vertigo-inducing devices than in *2097*. You'll feel giddy as you go down the corkscrew for the first time, gaining speed as you spin round and round. Most tracks also offer multiple routes, with shortcuts for the brave and agile, or perhaps more power-ups rewarding a longer route for aggressive types.

Wipeout 3 is easily the fastest racer in the series. The white-knuckle speed is emphasised on every track. And showing its commitment to speed, Psygnosis has added hyper-thrusts, utilised by pressing R1 on the shoulder pads. These boosts provide an enormous speed increase, so quick you'll press back against your chair with the inertia. But the thrust also quickly drains the ship's energy and leaves you vulnerable to attack. Another new inclusion is a look-behind L1 button, but you have to be awfully bloody quick to use it. There's also now a cockpit view that looks fabulous ➤

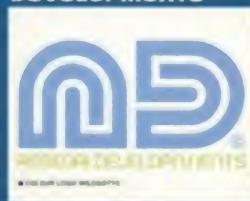
TEAMS

There are eight teams in *Wipeout 3* including three new ones: Goteki 45, Assegai Developments and Icarus. Each team has new craft design and different strengths and weaknesses.

RG SYSTEMS



ASSEGAI DEVELOPMENTS



AURICOM



FEISAR



GOTEKI 45



ICARUS



PIRANHA ADVANCEMENTS



QIREX-RD





- 1 The spectacular introduction sets the tone for the whole experience.
- 2 Shades of the *Star Wars* trench run at *Mega Mall*.
- 3 A tight contest at the Terminal circuit.
- 4 *Wipeout 3* is easily the most stylish racer ever.
- 5 We love the starting grid screen at *Manor Top*. Just so cool.
- 6 After a huge jump at *Porto Hora*.
- 7 The cockpit view looks fabulous, but it is only for very experienced pilots.
- 8 At the *Stanza Inter* circuit, the track is high in the air and nestled among the futuristic skyscrapers.

MULTIPLAYER

Wipeout 3's multiplayer options set the game apart from predecessors. You can choose horizontal or vertical split-screen, there's support for widescreen TVs, and you can play against a friend in Single Race, Tournament and Eliminator.



► but, again, only very experienced pilots need apply.

Wipeout 3 is set in the future beyond 2097, so technology has improved and the ships behave better. With eight teams to choose from with unique attributes, you'll soon have your favourites. Your opponents have also grown smarter, the game's computer-controlled pilot displaying far more realistic artificial intelligence. With the popularity of the Dual Shock controller, Psygnosis had to include Analog support, but the *PSM* jury was unsure whether it would actually improve the handling. At first the Analog seems far too twitchy and difficult to control; even pro pilots will be bouncing off the walls like ping-pong balls on their first attempt. But persevere and you won't be able to go back. The Analog helps differentiate sharp and slight bends, and allows you to recover from jumps more easily – slightly lifting the craft's nose will help

stuff at breakneck speed.

There are 12 weapons, including six new ones. Favourites from 2097 have returned, like the plasma bolt or quake disrupter that sends an earthquake rippling down the track. But in this sequel there's much more strategic collection and use of weapons. The power-ups have been divided into defensive and offensive categories, with colour-coded pink or orange pads. You can often choose which kind of power-up you'd like to collect, although the allocation of which weapon you'll receive is still random. So if you're out in front and being hassled by other opponents, you'll head for a defensive pad, but fly over an attacking pad if you need to create some carnage and move up in the pack. The pit lanes can also be now used more strategically. In 2097 you were forced to slow down, but in *Wipeout 3* you can choose

If you're out in front, you'll head for a defensive pad, but fly over an attacking pad if you need to create carnage and move up in the pack.

maintain speed.

The Analog controls also make the game much more intuitive for beginners to pick up and play. In fact, this is a far more beginner-friendly game than the previous two, as well as offering a much smoother learning curve. Hopefully this will enable the game to reach an even wider audience. That said, the latter courses are extremely difficult, and will certainly allow the pros to strut their

how much energy recharge you need. You can fly through the pit lane slowly to receive a full charge, or just quickly whip through for a small top-up.

Most punters will prefer *Wipeout 3*'s more toned-down visuals to the garish colours of 2097. It's very futuristic and very slick. The ships blaze through a Japanese-inspired, hi-tech city that bears all manner of funky signage thanks to Designers Republic. All over

WEAPONS

There are 12 weapons in *Wipeout 3*, including six new ones: Cloak, Energy Drain, Reflector, Multi-Missiles, Force Wall and a secret weapon. They are divided into defensive (orange) and offensive (pink) categories.



Quake Disrupter: Sends a huge ruckus down the track.



Cloak: Instant invisibility, preventing your opponents targeting you.



Gravity Shield: Prevents energy loss, but you can't use other weapons.



Auto Pilot: Takes the craft out of your control for a few seconds.



P/T: We're not giving this one away and you'll have to earn it!



Energy Drain: Drains energy from the nearest craft and adds to yours.



Force Wall: Your team can pass through, but enemies will hit a wall.



Reflector: Send an attack straight back to its source.



Mines: Dropped behind to annihilate tail-gaters, but can be destroyed.



Rockets: Two rockets that fire in a straight line.



Plasma Bolt: Must charge up and are not guided, but destroy craft.



Multi-Missiles: Two homing missiles that target independently.

TRACKS

There are eight tracks in *Wipeout 3*. You'll have to successfully progress through the tournament classes or challenges to play them all.



HI-FUMI: A gritty industrial setting. Blistering speed and a huge jump, but loads of tough corners.



MANOR TOP: An extraordinary night course with stunning track-side scenery.



MEGA MALL: A spectacular course with loads of jumps and a dizzying corkscrew.



P-MAR PROJECT: A change of pace: whiz around the countryside. Features a massive jump.



PORTO KORA: A simple, wide track with one jump and a pleasing industrial theme.



SAMPA RUN: Played at night in the rain, this is dominated by tunnels and has multiple routes.



STANZA INTER: Demanding, fast track with lots of sharp corners nested in the skyscrapers.



TERMINAL: A wickedly fast but very difficult rampage through the city.

again, *Wipeout* is the epitome of cool.

We expected the graphics to be superb, but they're still startling even after whizzing around the circuits for days. We're in high-resolution territory this time around, and the effort was really worth it. Full detail is maintained into the distance, and there's almost no pop-up of objects on the distant horizon. Trackside detail is astonishing, and there are loads of little effective touches like multi-coloured vapour trails and enemy fire lighting up tunnels. The dual-angle replay mode is also lovely.

The *Wipeout* series has always been a showcase for the PlayStation, and this instalment is as spectacular as anything yet seen. The game's front-end is sparse, and highlights the 'less is more' approach of the title. But there's certainly no dearth of playing options. In fact, Psygnosis has offered more playing modes than ever before to ensure longevity.

There's the standard Tournament, Single Race and Time Trial against a ghost, plus a Challenge Mode that offers 32 demanding challenges divided into four categories. Gold, silver and bronze medals are awarded, and challenges include racing a circuit within a certain time, or destroying a fixed number of opponents. There's also an Eliminator Mode, in which you score one point for each competitor destroyed or lap completed. And watch out for the bizarre bonus modes.

But the most significant option has to be multiplayer, which now includes split-screen racing as well as link. It's superb. There's an understandable loss of speed and detail when playing split-screen, but you can even play tournaments with computer-controlled opponents as well as a friend. Eliminator against a mate and computer drones is also top fun.

Wipeout's techno soundtracks have always had a significant bearing on the game's overall appeal. For the third instalment, Psygnosis has taken a slightly different direction, employing British super-DJ Sasha to choose the music and even supply five exclusive tracks. Other tunes are supplied by the Chemical Brothers, the Propellerheads, Orbital, Underworld and Paul Van Dyk. So: the best in the series? Most definitely. It's faster, there are more playing modes, and it looks and sounds better than ever. *Wipeout 3* remains the benchmark on the PlayStation for speed and style. If you buy only one game this year then make it this one.

Jason Hill



ALTERNATIVELY

<i>Wipeout 2097</i>	10/10 PSM 8
<i>Wipeout</i>	9/10 PSM 5
<i>Motorhead</i>	9/10 PSM 11

VERDICT

10

GRAPHICS
GAMEPLAY
LIFESPAN

10 Toned down, but all the more effective.
9 A few improvements on an already awesome racer.
10 Loads of options and brilliant split-screen multiplayer.

A significant improvement, even though it is more of the same. *Wipeout 3* is one of the best racers ever, and the epitome of style.



Publisher: Sony
Developer: Psygnosis
Release date: September
Origin: UK
Style: Space flight sim/shooter
Price: \$89.95

G-Police 2: Weapons of Justice

Society's gone down the toilet in *G-Police 2*, but at least technology has advanced, making *Weapons of Justice* much more playable than its atmospheric predecessor.

Considering the alternatives (Space Fuzz, Vacuum Pigs, Cosmos Cops), the name *G-Police* not only suggests futuristic law enforcement, but exudes a packaged sense of cool. If you played the first game, you'll know it's a dystopian, *Blade Runner*-esque cool - sleek, jet-powered hover-helicopters swooping through a dark megapolis.

At best, the original was an interactive sci-fi movie, a stylised action/adventure with visual cleverness. At worst, it was a challenging, addictive fly 'n' fight shooter set in a big snow-globe. *G-Police* was a landmark game - a striking homage to a grim, anti-*Star Trek* future where cars fly, the only Dulux colour is grey and nobody's allowed to buy new light globes. It should come as no surprise the game has been recycled for a classier follow-up. Enter *Weapons Of Justice*: more of the stuff you liked from the original (dogfighting between skyscrapers, ludicrous weaponry) and less of the stuff you didn't (lousy controls, steep learning curve).

Not only that, but Psygnosis has crammed in a host of fresh features and ideas, sucking the excess fat from the concept to make its zero-G chopper sim leaner and fitter than ever before. It conforms to the bigger-better-more principle that characterises most sequels - but what's wrong with having a bigger game world, better 3D graphics and more missions, weapons and vehicles? Retaining the same basic gameplay, *Weapons Of Justice* continues where the first *G-Police* left off. With the evil Nanosoft mega-corporation defeated, the safety of the bubble cities on Callisto is now threatened by an outburst of gangland terrorism. As part of the moon's thin blue line, your task is to fly a Havoc gunship through 35 missions, scanning transports for illegal goods, escorting military bombers, and destroying gang installations. With three difficulty levels, 12 secret objectives and an outrageous arsenal of weaponry (from industrial lasers to Napalm rockets), *G-Police 2* quickly changes from play-with-one-hand-behind-your-back easiness into a challenge that will push your gaming skills

to the limit. Weaving between the towers of the game's endlessly dark domeland, it starts by throwing only the basic sort of enemy at you, before sending faster ones, then bigger ones, and finally bigger and faster ones to hasten your trip to 'Game Over' frustration. While the controls are still a little twitchy, the game's improvements more than make up for it. Cosmetically, Psygnosis has solved the flying-into-buildings problem that plagued the first instalment. A desire to keep *G-Police*'s frame rate high, ensuring the gameplay remained fast and smooth, meant its draw distance was reduced. This often led to the Gothic buildings suddenly popping out of the darkness when you flew close to them. Now, structures beyond the draw distance are now shown in green wireframe, giving you a much better idea of what lies ahead.

Better still, *Weapons Of Justice* features three new vehicles and squashes three new game styles into the original *G-Police* mould. Alongside the bog-standard Havoc and the more advanced Venom gunships, players now have the chance to drive around at zoomph in a Rhino APC, stomp around in a two-legged Raptor robot and blast into space in a Corsair deep-space fighter. Changing vehicles brings an extra edge to the game. Just as you've got used to the hovering battle platform that is the Havoc or the Venom, you need to develop 2D-based tactics and new navigation skills for missions in the Rhino. Similarly, a switch from tank-warrior to mech-warrior in the Raptor means tactics must be adapted again. And if you make it to the end of the game, dogfighting with the Corsair requires skills more readily associated with *Colony Wars*.

Weapons Of Justice rarely tests your boredom threshold. Big on atmosphere, it's the perfect sequel - the same great concept, but with better graphics, a new storyline, new weapons and new vehicles. Flying through the cities is still fiddly, and the missions can veer towards the repetitive. But while it lacks the impact of the original, it's a sharp and stylish arcade blaster that will test your brain as well as your button-thumping stamina.

Dean Evans



ALTERNATIVELY

Colony Wars: Vengeance	9/10 PSM 17
G-Police	8/10 PSM 6
Colony Wars	8/10 PSM 6

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 8 An unwashed *Blade Runner* meets *Judge Dredd*.
- 8 Hover, fly, drive and stomp around your beat.
- 8 It's only forgiving until mission ten.

Arcade-style shooter gives an extra dimension thanks to versatile gameplay and stylish presentation. An excellent sequel to a landmark game.

- 1 The arrival of the United Earth Marine Corps offers bigger and better weaponry.
- 2 The cool sci-fi imagery would be wasted if it wasn't for the addictive and frantic dogfighting action.
- 3 "Open up, it's the pigs!"
- 4 There's plenty of weaponry information provided.
- 5 Save the civilians, fry the gangsters.
- 6-7 Strafe everything from buildings to flying cars and robots.
- 8 Gangland techno-terrorism.
- 9 "Sorry about that, Chief..."





WWF Attitude

Bright lights, oil paint, fancy dress, evil baddies. Is it pantomime season already? Nope, it's just another WWF game from Acclaim.

Publisher: Acclaim

Developer: Acclaim

Release date: Out now

Origin: US

Style: Wrestling

Price: \$88.95

Wrestling, or 'competition combat cuddling', has been consistently popular as a form of entertainment. However, in the real world, to call this phenomenon a 'sport' is pretty dodgy.

Many videogames have tried to reproduce the wrestling experience, while adding a new element – 'genuine competition'. Sadly, most have been visually acceptable, but have floundered in the gameplay department. This is because wrestling essentially focuses on 'grappling', but most games haven't given you access to enough true wrestling moves to be convincing. Thankfully, *WWF Attitude* doesn't have this pitfall. It uses a clever special-move system which lets you toss your opponent around with gay abandon.

You can do a normal standing grapple and throw: pick your

adversary up off the canvas, toss him into the ropes, and flip him as he comes running back at you, knocking him out of the ring. You can even force your victim up into the corner turnbuckle for a real good old-fashioned thrashing. There are heaps of basic one-button throws and moves. You can also taunt your foe, and some of the aerial manoeuvres are devastating. The game has more sneaky moves than most state premiers.

As an audio-visual feast, *Attitude* is an eye-opener. The wrestlers move extremely well and the skeletal animations, coupled with the texture-mapped 'skins' and facial features, are the best in the business. Even though the music is your typically macho wannabe rock crap, the crowd noise and the commentary is excellent. The crowd has special chants for each wrestler, and the commentators astutely call the action play by play.

Attitude has so many match options it is hard for the uneducated to see the difference between many of them. There are the more predictable options like royal rumble, tag-team match, and survival, plus options for those of you who want a little two-on-one action, or who like to use weapons to bludgeon your foe. You can design your own customised wrestler, even selecting special moves, fighting style and the attitude the crowd will have (the people never really took my 'Big Bubba the Gimp' to their hearts).

Attitude may not be the most cerebral game out there, but it is a slammin' option if you have a few friends (and an appropriate supply of beer/energy drinks) around on a Friday night.

Steve Polak

ALTERNATIVELY

WWF Warzone 7/10 PSM 15
WCW Nitro 6/10 PSM 11
WCW Thunder 5/10 PSM 21

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 8 Fantastic skeletal animation and texture-mapped 'skins'.
- 7 The way the game forces you to rely on simpler moves is disappointing.
- 8 The career mode will take a while to crack, and there are heaps of options.

A very slick effort which will delight beefcake lovers everywhere. Others may even be convinced that a cleavage does look good on a bloke...





South Park

Publisher: Acclaim
Developer: Appaloosa
Release date: September
Origin: US
Style: First person shooter
Price: \$89.95

Almost in time to take advantage of the *South Park* film hype, and well after its release on other formats, *South Park* finally arrives on the PlayStation better for the wait but still lacking real credentials.

Once every 666 years an evil comet nears the Earth, causing unspeakable catastrophes and unseeable weather. Our favourite fat-boy-not-so-slim Cartman has had a close encounter of the evil kind, losing his mother to mysterious aliens and finding South Park besieged by psychotic turkeys. Welcome down to *South Park*.

For a while now you've had to put up with Nintendo owners waving their copy of *South Park* around in front of you in a vain attempt to make you jealous. Of course this only worked if you were a *South Park* fan and usually resulted in said Nintendo 64 owner being asked where their copies of *Gran Turismo*, *Metal Gear Solid* and *Resident Evil* had got to. "I dunno but I've got this new one and it's just like *Mario Kart* only instead of Mario it's got a big fluffy bunny and instead of Karts it's got prams with big pink bows on them. How hardcore is that, eh?" Hmm, indeed.

Thank God you don't have to put up with that anymore, courtesy of the people at Appaloosa. They took the code from the original developer Iguana and ported it over as best they could.

In fact with all this extra time to develop the game, Appaloosa said that it might add even more features. Extra fruity bad language was one idea that was put forward, but we couldn't find any evidence of that.

If you've spent the last four months charting the uninhabited regions of Borneo, or just didn't care at the time, *South Park* is a first-person action title that puts you in the shoes of those four little terrors Cartman, Stan, Kenny and Kyle, pitting you against the forces of evil as well as a few giant chooks. The town of South Park and its surrounds have been rendered faithfully in the simple style of the TV series and movie (with added pea-soup fog) and the developers have shoved in as many of the characters and



ALTERNATIVELY

Duke Nukem: Time to Kill 8/10 PSM 15
Lifeforce Tenka 8/10 PSM 4
Doom 8/10 PSM 17

VERDICT

6

GRAPHICS
GAMEPLAY
LIFESPAN

- 7 Foggy but fast and true to the style of the show.
- 6 Too repetitive in single-player mode.
- 4 Not much here to hold your interest for long.

quirks from the show as they could sensibly fit in.

There are five episodes (levels) in the game with each one having tougher aliens and enemies than the last. Of course, your weapons get bigger and sillier as well, with cow launchers, sniper chicken guns and even Mr Hanky the Christmas Poo helping to even out the odds. During the course of the adventure you'll converse with Chef in his luv shack, Mr Hat, Big Gay Al and many other characters who help the story unfold.

While all this may make the game sound exciting, you can probably tell from the score that all is not as it seems. Unfortunately single-player *South Park* gets very repetitive and tedious after a while as the levels and enemies aren't all that different. The most fun to be had is definitely in multiplayer mode, where you can cuss at your friends and hurl cows at them. But there's only a two-player split-screen, not four, which is a bit of a downer.

Even though the PlayStation version is virtually identical to the Nintendo 64 offering, it does have one significant difference that makes it better: the Dual Shock controller. *South Park* might be a simple game but it is definitely the most playable first-person action title on the PlayStation so far because of its use of Sony's great little pad. With the left stick controlling directional movement and the right aiming and sidestepping, the characters are excellent to control. Hopefully Activision with *Quake II*, and other developers making shooters for the PlayStation, will take note of this control set-up.

You really have to be a fan of the show to love this one. It doesn't stand up too well as a single-player game in its own right; it's more a solid piece of merchandise than gaming heaven. But the multiplayer action is pretty good and should have you and your mates swearing and giggling like school kids in the playground. **George Soropos**



A good addition to your collection of *South Park* merchandise if you're a fan, not so good if you aren't. Bog-standard shooting fun with a *South Park* feel.



WEAPONS



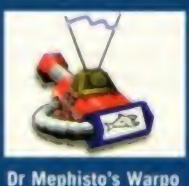
Sniper Chicken



Cow Launcher



Alien Dancing Gizmo



Dr Mephisto's Warpo Ray



Sponge Dart Launcher



Toilet Plunger Launcher



Point Blank 2

Run out of banks to hold up with your G-Con lightgun? Does every 7-Eleven employee have your picture taped to their cash register? Well at least you'll have *Point Blank 2* to while away the long hours in your prison cell.

Publisher: Sony

Developer: Namco

Release date: Out Now

Origin: Japan

Style: Gun shooter

Price: \$59.95 or \$109.95 with the G-Con 45 gun

The problem with lightguns has always been the lack of titles to use them with. At least Namco has been better than other developers in supporting its gun. *Time Crisis*, *Point Blank* and now *Point Blank 2* are all quality titles.

Point Blank 2 is a genuine sequel to the original in that it takes up where the last one left off. If you haven't played *Point Blank* you'll be in for a shock, as the beginning difficulty of *PB2* is the same as the end-game difficulty in the first version. This one is for sharp shooters only!

There are four game modes: Training; Point Blank Castle (the standard competition mode with Arcade, Endurance, and Versus options); Theme Park (a quest mode featuring four theme parks full of shooting games); and Party (Tournament, Team Battle, and Turf War competition for up to eight players).

Multiplayer action has been enhanced to offer two-player modes in Arcade, Endurance, and Versus modes in Point Blank Castle, as well as Tournament (four players), Team Battle (eight players), and Turf War (four players) modes in Party mode. Instead of using a split-screen for the multiplayer levels, players compete against one another, and the clock, on the same screen. Phew!

There are 70 all-new stages featuring an array of interesting objectives, including shearing sheep with your gun, vandalising a

house (heavens, what are we teaching the children?!) using a roller-coaster for target practice, using your sharp-shooting skills to sculpt artworks, and lighting fireworks with your bullets. Two-dimensional sprites still dominate the game, but they've been improved with an occasional 3D rendered image here and there. Though the cartoonish graphics fit the game perfectly, *Point Blank 2*'s fun comes from the gameplay, not the visuals.

Point Blank 2 is more fun to play than the original, with less repetitiveness and more detail. There are bottles scattered around the levels for extra points. The villains now cruise past you in buses and on truck beds instead of just acting like soap opera stars (that is, like they've just been paralysed by a snake bite). You can even shoot out the glass windows of the vehicles to hit the bad guys or shoot out the neon signs around Tokyo.

The only complaint I have is to do with the music. It's appalling. Listening to your baby sister singing the national anthem would be more bearable.

But if you're looking for a great party game or just trying to brush up for Armageddon, you really can't go past *Point Blank 2*. It's zany, funny, challenging, and just plain fun. And who can resist the charms of those madcap intrepid explorers, Dr Dan and Dr Don? Not I.

George Soropos

ALTERNATIVELY

Point Blank	9/10 PSM 8
Time Crisis	9/10 PSM 18
Judge Dredd	6/10 PSM 7

VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

- 6 Utilitarian, practical visuals.
- 7 Be prepared for arm aches... Lots of arm aches.
- 8 High difficulty level and great multiplayer action.

It won't appeal to everyone, but *Point Blank 2* will liven up a dull party and is a must-buy for those with itchy trigger fingers.

FAPL Stars

A soccer sim that requires both soccer management and playing skills. Sounds promising, but however effectively you train your players, you can't teach the ball to obey the laws of physics.

The prospect of a soccer game combining a modified *FIFA* engine with decent management elements has caused more than a little excitement here at PSM. Not since *Sensible World Of Soccer* on the Amiga has a game successfully combined management with a game that's actually worth playing.

As in *SWOS*, the management side of *FAPL Stars* has been kept simple, which is not to demean it in any way – it has just been kept at a level where it can be enjoyed by players of any age. Options available when starting a new season include configuring the duration of any injuries and match bans, ranging from realistic to non-existent.

Money, the root of all that is wrong with sport today, has no part to play in *FAPL Stars*. Instead, players' values are measured in stars, which are earned by performing well on the field. The more you win and the better your performance – stars are not awarded by merit of victory alone – the better your team can be. You begin with a team of duffers. After time and patient, thoughtful expenditure of resources, you can turn your workhorses into soccer thoroughbreds. Specific areas for individual player improvement include speed, control, power and shooting. Any increase tends to be quite noticeable on the pitch. Alternatively, stars can be saved up and used as currency on the transfer market. It's very RPG-like, this incremental, balanced growth and progression business. Complemented by a fair game engine, it could make an otherwise average soccer game rather good.

The real problem – if one flaw must be isolated – is that *FAPL Stars* has an inadequate frame rate, making for awkward viewing and highly unpolished play. Imagine a game where a ball situated behind a player just inside the penalty box can be nestled inside the net within a second. Or where a cross passes two poised forwards with an unnaturally accelerated judder that makes centimetres out of acres. But that's not all – the players have the turning circle of cows. For every turn of an angle greater than 90 degrees, you are subjected to a convoluted piece of animation as your man realigns himself.

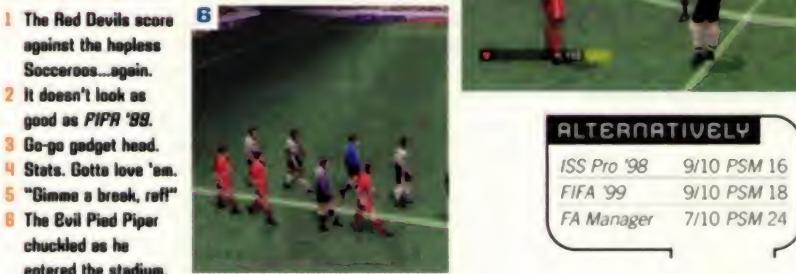
Then there's the silly stuff. Why does a man making a throw-in always need to take a huge run-up? Why do computer-controlled teams repeatedly make huge crosses that go out of play? Why do the opponents become so damn predictable after just a few games?

The match ball also has an odd propensity for being tireless on the roll. Kick a lofted through-ball, and it can roll without reference to real-life physics until it goes out of touch. Frustrating.

FAPL Stars is disappointing because it just doesn't inspire faith – that vastly underestimated aspect of gameplay. You have to trust a game not to cheat you, or to make a mockery of your skills with dodgy design or coding. The stars system and management areas are ingenious and well executed, but unfortunately, the more important action side of the game leaves a lot to be desired.

Justin Calvert

Publisher: EA
Developer: EA Sports
Release date: Out now
Origin: UK
Style: Soccer sim
Price: \$79.95



1 The Red Devils score against the hapless Socceroos... again.

2 It doesn't look as good as *PIPA '99*.

3 Go-go gadget head.

4 Stats. Gotta love 'em.

5 "Gimme a break, ref!"

6 The Evil Pied Piper chuckles as he entered the stadium.

ALTERNATIVELY

<i>ISS Pro '98</i>	9/10 PSM 16
<i>FIFA '99</i>	9/10 PSM 18
<i>FA Manager</i>	7/10 PSM 24

VERDICT

5

The overall feel here is one of mild disappointment. This should have been the PlayStation's answer to *Sensible World Of Soccer*, but it isn't.

GRAPHICS
GAMEPLAY
LIFESPAN

5 Not as good as its predecessors – why not?
4 For the first three matches, it's painful. Thereafter...
5 The stars system has a habit of pulling you back in.



Re-Volt

This game involves a trip to the supermarket. Exciting, eh? Actually, yes it is, when the supermarket is just one part of a radio-controlled racer circuit.

Another racing game for the PlayStation. So what? Shop shelves are packed solid with 'em. *Re-Volt*, however, makes it into the winner's circle of racers. It's not run-of-the-mill. The cars are radio-controlled and not your usual fuel-guzzling beasts.

The miniaturised vehicles mean you get to race in ultra-cool places – like a supermarket, a toyshop, a museum and around the local streets. In this regard, *Re-Volt* is something of a fantasy fulfills, and will put huge grins on the faces of anyone whose mothers never let them run amok around the neighbourhood.

As you can imagine, these tracks have perilous features. A rolling basketball or a puddle of oil can ruin your race, while finding your way through industrial pipes or supermarket aisles can get pretty testing, especially with opponents taking potshots at you.

As usual, more wins unlock more tracks and cars – 28 cars in total, all of which are bundles of fun. The tracks are well constructed, and zooming across a polished supermarket floor or a marble surface in a museum is a new(ish) and sometimes slippery experience. The freedom to explore the courses is another definite plus. Finding the best shortcuts is a never-ending affair with launching pads and fast, wide overtaking manoeuvres.

Race status is shown in terms of both top speed and your distance from opponents ahead or behind you. It can be pretty maddening to lose a race for one mistake, especially when you suspect that the sadly predictable computer-controlled cars cheat. There are jumps that should be fun, too, but you're often penalised rather than rewarded for leaps. Spinning out around corners and crashing

head-first into obstacles are, however, the biggest setbacks. The RC cars fit into various classes and have the usual individual variations like top speed, acceleration and weight, plus front-, rear- and four-wheel drive options. All the cars handle reasonably well and, depending on the model, take corners and react differently when hefty jostling for position is taking place – heavier cars will knock around the lightweights. But none of the cars are real-life replicas, which may be a turn-off for radio-control buffs.

Gameplay remains realistic, as surfaces and cars both react as you'd expect them to, so don't expect your car to break the sound barrier! In fact, the action might be a little too pedestrian for some. *Re-Volt* includes a couple of great power-ups, like a rocket launcher and water missiles. Blasting opponents from the course is as fun as always, and four-player action gets bloody competitive! Battle Mode is fun too, with large, well-designed courses and the challenging placement of the power-ups, though you can't keep accumulating weapons and power-ups are too rare.

Games developers seem to be recognising the immense value of track editors. *Re-Volt* has a good one, enabling you to make the track of your dreams complete with humps, dips, banked corners or huge straights. Tracks can be saved to your memory card. The tracks in *Re-Volt* are definitely the game's strength. It's the ability to race wildly through supermarkets and the like that pushes this game up a notch from the crowds of mediocre racers. But it's not perfect, and it remains an excellent idea that could have been executed just a little better.

Richie Young

Publisher: Acclaim

Developer: Probe

Release date: September

Origin: UK

Style: Arcade racer

Price: \$89.95

ALTERNATIVELY

Micro Machines 3

9/10 PSM 9

Speed Freaks 8/10 PSM 25

Circuit Breakers

7/10 PSM 14

VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

7 Well constructed and detailed environments.
7 Opponent AI is pretty poor, but individual car handling is great.
7 Track editor and multi-player modes will keep you going.

Re-Volt's a good little racer that could have become legendary with just a little more tweaking. Most gamers should go with the *Freaks* instead.

Attack of the Saucerman

Publisher: Sony Developer: Psygnosis Release date: Out now Origin: UK Style: Action Adventure

Players: One Extras: Memory card Price: \$59.95

If you have seen the movie *Mars Attacks* then you know where this game is coming from. It's a very silly adventure, which tries to be funny and fails pretty spectacularly. You are a weird gawky alien guy (a bit like ET, but obviously minus the Spielberg special effects) and you must battle mankind (your captors) while also collecting these odd little yellow creatures called 'Neddies', which somehow help you save the galaxy. I'm sure it

VERDICT

4



made sense to Psygnosis at the time. (Just what were they on?)

The visuals are very jerkily animated, the levels are simple, and for the most part very one-dimensional, and the 3D combat is too easy and just plain dull. This is one of those rare games that you can safely say is likely to be a waste of time no matter - no matter what age you are. Perhaps the very young might get some fun out of it. It is about as hard to play as *Rugrats*. SP

MediEvil

Publisher: Sony Developer: Sony Release date: September Origin: UK Style: Action adventure

Players: One Extras: Memory card Price: \$39.95

Sir Dan Fortesque has been summoned from the grave to fight the wicked magician Zarok and his legion of zombie minions. Early levels suggest the game is a simple button-bashing exercise but there are some great tough puzzles, wonderful set pieces and increasingly difficult foes. *MediEvil* is an imaginative and strange brew of many different genres: it's part platformer, part 3D explorer, part shoot 'em up, and part beat 'em up. Each level is

very different, providing incentive to keep adventuring. Our reincarnated knight can run or walk and use a wide variety of weapons, including throwing knives, swords, axes, clubs and even his own limbs.

Special items to collect and use include shields, door-opening runes, and money to purchase equipment. Frustrations include an often unwieldy camera and instant death for a mistimed jump, requiring traversing over already tramped ground. But despite the problems, *MediEvil* offers plenty to enjoy. JH

VERDICT

7



Resident Evil 2

Publisher: Ozisoft Developer: Capcom Release date: September Origin: Japan

Style: Action adventure Players: One Extras: Memory card Price: \$49.95

The most thrilling, sweat-inducing, terrifying gaming experience on PlayStation. It's not the longest game in the world, but it more than makes up for that in quality. As Leon the rookie cop or the feisty Claire, you're thrust into a city overrun by zombies feasting on still-warm corpses. The richly detailed settings are a marked improvement on the original, and the atmosphere and suspense is superb, making you feel genuinely tense as you open

VERDICT

10



a door or enter an unexplored area. And the dull click of the trigger of an empty revolver as a zombie comes toward you is panic-inducing. There's a wide range of weapons, plus puzzles to solve, although most players shouldn't find them taxing. Once you've completed the game with one character, you get to play again with the other; the scenarios are different and progression throughout the first game affects the second. While its schlock horror won't appeal to everyone, *Resident Evil 2* is wicked fun. JH

BUY IT NOW!

BUY IT NOW!

Tekken 3

Publisher: Sony Developer: Namco Release date: September Origin: Japan Style: Beat 'em up

Players: Two Extras: Memory card, Dual Shock Price: \$39.95

The best fighting game in the world, ever. Excellent from the first time you pick it up, the more you play the better it gets. *Tekken 3* is totally without equal. The game is set 20 years after *Tekken 2*, allowing for a complete redesign of the popular characters, plus the addition of new fighters. The old characters

sport new moves to complement their visual transformations. Initially there are ten characters to choose from and they are beautifully

balanced, each having unique skills but none exhibiting an unfair advantage. Success will also reveal a host of extra figures. There is a wide variety of moves available, plus new sidesteps. Visuals are extraordinary, with very smooth animation and highly detailed characters. The artificial intelligence of your foes is second to none, and even experienced *Tekken* fighters will be tested. With a huge array of playing modes and secrets, no other fighting game has offered so much depth. Spectacular and addictive. JH

VERDICT

10



STAGE 1 00'12"72

28

PUSH P2 START

PAUL.

PLAY official Australian F

T
ine

Analog memory card 1
number of players



- 1 Spooky? No, not really.
- 2 Scully and Mulder don't make an appearance until very late in the game.
- 3 Use your PDA to get about.
- 4 Choose from a list of inane questions that all illicit the same response.
- 5 Mulder does his famous Dirty Harry impersonation to try to impress Scully.



The X-Files

The Game Is Out There, at last. Though *The X-Files* is not so much a game as an interactive episode of the television series.

Publisher: Fox/Sony

Developer: Hyperbole Studios

Release date: September

Origin: US

Style: Point and click adventure

Price: \$69.95

First the bad news: you don't get to play as Scully or Mulder. Instead, you're the unassuming FBI agent Craig Willmore.

The good news is that Assistant Director Skinner has put you in charge of finding S&M, who have disappeared while on assignment. It's up to you to find out what that assignment was.

Adventure games have had a fairly bad rap on the PlayStation, mainly thanks to awkward point-and-click control interfaces simply not designed for a regular joypad. It was brave to turn *The X-Files* into a point and click game but, thanks to the analogue functions of the Dual Shock pad (you do have one, don't you?), moving a tiny cursor around the screen has never been easier.

The game is made up entirely of full-motion video sequences in which the characters interact with each other, and through which the player must search for clues and further prompts.

The quality of the FMV is unsurpassed on the PlayStation and the action sequences look just like the TV show. On a big TV the letterbox effect gives a nice cinematic feel. But FMV doesn't really work when it tries to incorporate action sequences that rely on players' reflexes, or puzzles that are frustrating because you have to use trial and error to get past them. Mixing different styles of game is never a good idea – it may well extend the lifespan, but only because the player gets stuck.

So how good is the actual plot? This is what *X-Files* fans will want to sink their teeth into: a mystery rich with conspiracy and paranormal activity. Your investigations start at the FBI field office in Seattle, and with your nifty electronic PDA you can travel to any location you've heard about or been told to go to. For example, you can visit a crime scene to gather evidence; then take the evidence to the lab to have it analysed; go back to the office to discuss your findings with your colleagues; and then

head off to the next location. Standard adventure game stuff, but it's put together in a way that makes you feel like you're actually making progress...most of the time.

When interrogating a suspect or talking about the case to another agent, a list of possible questions and responses comes up. Usually you just ask them all to get what you want, but sometimes where you have the option of being up-front about a topic or hiding your motives. At times you can select your emotion, such as pleasant, mean or paranoid, but not with all characters you meet and it doesn't seem to affect the outcome much.

The first half plays like a straight missing-persons investigation. There's paperwork to read, computer records to search, a couple of short field trips. It's not terribly engrossing, and it's not until the end of the second CD (of four) that anything remotely *X-Files*-ish happens – the 'scene-setting' takes up more time than it should. And when you meet Detective Astadourian – the obligatory female co-star – and she tells you her theories (explains the plot so any dummy could understand), it feels like a shortcut.

All in all, the game is disappointingly linear. There are plot twists that don't lead anywhere, but nothing you'd call a red herring. The whole experience is a lot like an average episode of the TV series, but seen through the eyes of Agent Willmore. Not an entirely bad thing, but Mulder/Scully's eyes would have been more exciting. Things do pick up as the game moves on but like the TV series, just as the action heats up, everything draws to a close in a somewhat unsatisfying conclusion.

X-Files fans will appreciate the effort that has gone into the sets and locations, and the multitude of in-jokes – the game does seem to be aimed mainly at fans who just happen to have PlayStations.

Andrew Iredale

ALTERNATIVELY

Broken Sword 2	7/10 PSM 6
Riven	6/10 PSM 8
Atlantis	4/10 PSM 22

VERDICT

6

GRAPHICS
GAMEPLAY
LIFESPAN

- 8 Excellent FMV, but not so good on a small telly.
- 6 Engrossing, but not *X-Files*-ish enough.
- 4 Play it once, maybe twice.

More like an episode than a game, *The X-Files* is a competent, if somewhat disappointing adventure game based very much on the TV series. Recommended for fans only.



most wanted

Australia's most wanted. These are the games that 100 Official PlayStation readers we polled are most excited about. How about you? Write to the normal address and tell us what you're dying to play.

1. Gran Turismo 2

A sequel for Australia's favourite game. Patience, friends.

Release date: November

20% of vote

up 1

2. Star Wars: The Phantom Menace

The most anticipated game release in the universe. Or is it?

Release date: September

18% of vote

down 1

3. Metal Gear Solid: VR Missions

More missions for Australia's favourite sneak 'em up. We can't wait.

Release date: September

15% of vote

new entry

4. Final Fantasy VIII

Promises to be the new king of role-playing games.

Release date: October

14% of vote

up 3

5. 40 Winks

We will all sleep easy when we get our hands on this platformer.

Release date: September

11% of vote

new entry

6. Dino Crisis

A reptilian horror adventure with all the genius of Resident Evil.

Release date: November

8% of vote

new entry

7. Crash Team Racing

That crazy bendicoot Crash and friends in a hot new kart racer.

Release date: December

5% of vote

up 1

8. Resident Evil: Nemesis

The third instalment of a brilliant series. Don't play alone.

Release date: September

4% of vote

new entry

9. Urban Chaos

Huge freedom, large environments, tons of weapons. Big fun.

Release date: November

3% of vote

new entry

10. Tony Hawk's Skateboarding

A quality entrant in the skateboard genre, featuring the master himself.

Release date: September

3% of vote

new entry

At the time of going to press, this is the definitive list as to when you can purchase the latest PlayStation games. However, please bear in mind that making videogames is an extremely volatile process, and release dates are likely to slip faster than a one-legged cat trying to bury its turds on a frozen pond. Please phone your friendly neighbourhood games store to check the game is in stock before you smash open your piggy bank.

September 1999		
Buster and the Beanstalk	Terraglyph/Sony	Platformer
Carnageon	SCV/Ozisoft	Smash 'em up
Centipede	Hasbro	Retro shoot 'em up
Dark Messiah	Konami/GT	Action adventure
Discworld Noir	GT	Adventure
Eagle One: Harrier Attack	Infogrames/Ozisoft	Flight sim
Earthworm Jim 3D	Interplay/Roadshow	Platformer
Extreme 500	Softgold/GT	Racing
Fisherman's Ball	Konami/GT	Fishing sim
Fox Sports NHL 2000	Fox/Activation	Ice hockey sim
G-Police 2	Peygnois/Sony	Strategic shoot 'em up
Grudge Warriors	Take 2/Jack Of All Games	Shoot 'em up
Gungame	Konami/GT	Shoot 'em up
Hot Wheels	EA	Dinky racing
Indiana Jones	LucasArts/Metro Games	Action adventure
Johnny Herbert's GP	Midas/Metro	F1 racing
Kunashi Final	Sony	Puzzler
Legend of Kertis	Konami/GT	Role-playing
Madden NFL 2000	EA	American football
Medieval Platinum	Sony	Arcade adventure
Metal Gear: VR Missions	Konami/GT	Sneak 'em up
Madden NFL 2000	EA	American football
Metal Gear Solid: VR Missions	Infogrames/Ozisoft	Platform adventure
Mulan Story	Disney/Sony	Platform adventure
NHL 2000	EA	Ice hockey sim
No Fear Downhill Biking	Codemasters/Ozisoft	Mountain bike racing
PGA European Tour	Infogrames/Ozisoft	Golf sim
Pong	Hasbro	Retro arcade
Premier League Manager	EA	Soccer management
Railroad Tycoon II	Take 2/Jack Of All Games	God sim
Rally Masters	Infogrames/Ozisoft	Rally racing
Rat Attack	THQ/GT	Kids puzzler
Resident Evil 2 Platinum	Capcom/Ozisoft	Action adventure
Re-Volt	Acclaim	Dinky racer
G-Bert	Hasbro	Retro arcade
Quake II	Activision	First person shooter
Shadow Man	Acclaim	Action adventure
Shao Lin	THQ/GT	Beat 'em up
Sted Storm	EA	Snowmobile racing
South Park	Acclaim	Shoot 'em up
Space Invaders	Activision	Retro shoot 'em up
Speed Freaks	Funcom/Sony	Kart racer
Star Wars Phantom Menace	LucasArts/Metro	Action adventure
Street Fighter EX+Alpha	Capcom/Ozisoft	Beat 'em up
Superman	Tellt/GT Interactive	Action adventure
Tanktics	DMA/Gremm	Strategy
Tekken 3 Platinum	Namco/Sony	Beat 'em up
The Next Tennis	Hasbro	Puzzler
Tony Hawk's Skateboarding	Activision	Skateboard sim
Urban Chaos	Edos/Ozisoft	Action adventure
Wipeout 3	Peygnois/Sony	Futuristic racer
X-Fox	Fox/Sony	Adventure
All Star Tennis	Ubisoft	Tennis sim
Armories	Acclaim	Shoot 'em up
Chocobo Racing	Square/Sony	Chicken racing
Cyber Tiger	EA	Golf sim
Dark Stone	Take 2/Jack Of All Games	Beat 'em up
Desirega	Konami/Sony	Beat 'em up
Dino Crisis	Capcom/Ozisoft	Action adventure
Dune 2000	Westwood/EA	Strategy
FIFA 2000	EA	Soccer sim
Fighting Force 2	Edos/Ozisoft	Action adventure
Final Fantasy VIII	Square/Sony	RPG
Formula 1 '99	Peygnois	Racer
Fox Sports NBA 2000	Fox/Activation	Basketball sim
Gekido	Infogrames	Adventure
Grand Theft Auto 2	Take 2/Jack Of All Games	Car adventure
Hogs of War	Infogrames/Ozisoft	Strategy
ISS Pro Evolution	Konami/GT Interactive	Soccer sim
Jeremy McGrath Motorcross	THQ/GT	Motorcycle racing
Kingsley	Peygnois/Sony	Action adventure
Lander	Peygnois/Sony	Puzzle adventure
Messiah	Interplay/Roadshow	Platform adventure
Motorhead 2	Infogrames/Ozisoft	Futuristic racing
NASCAR 2000	EA	Racing
NBA Live 2000	EA	Basketball sim
Prince Naseem Boxing	Codemasters/Ozisoft	Boxing sim
Riding Star	Midas/Metro	Horse riding
Roadster	GT	Racing
Sabotier	Edos/Ozisoft	Adventure
Shadow Madness	Crave/Sony	RPG
Star Izam	Namco/Sony	Space shoot 'em up
Saiyuden 2	Konami/GT	RPG
Supercross	EA	Motorcycle racing
Tarzan	Sony	Platformer
The Great Beanstalk	Terraglyph/Sony	Platformer
This Is Football	Sony	Soccer sim
X-Men	Activision	Beat 'em up
Xena: Warrior Princess	EA	Action adventure
40 Winks	GT Interactive	Platformer
Ace Combat 3	Namco/Sony	Flight sim
Beastmania	Konami/GT Interactive	Interactive music
Die Hard Trilogy 2	Fox/EA	Driving/shooter/adv.
Ergoheiz	Square/Sony	Beat 'em up
Gran Turismo 2	Sony	Car racing
ICC World Cricket	EA	Cricket sim
International Cricket Captain	Empire/Metro	Cricket management
Jackie Chan	Radical/Sony	Scrolling beat 'em up
Knockout Kings 2000	EA	Boxing sim
Le Mans	Infogrames/Ozisoft	Racing
Medal of Honor	Dreamworks/EA	Shoot 'em up
Mike Stewart Body Boarding	Midas/Metro	Body boarding sim
Mission: Impossible	Infogrames/Ozisoft	Action adventure
Music 2000	Codemasters/Ozisoft	Music creation
Pac-Man: 20th Anniversary	Namco/Sony	Platformer
Rainbow Six	Take 2/Jack Of All Games	Action adventure
Smurfs	Infogrames/Ozisoft	Platformer
Spacestation Silicon Valley	Take 2/Jack Of All Games	Platformer
Spec Ops	Take 2/Jack Of All Games	Strategic shoot 'em up
Spyro 2	Insomniac/Sony	Platformer
Tiny Tank	MGW/Sony	Action adventure
Tomb Raider: Last Revelation	Core/Edios	Action adventure
Tomorrow Never Dies	Fox/EA	Action adventure
UEFA Striker	Infogrames/Ozisoft	Soccer sim
Vigilante 8: Second Offense	Activision	Car combat
Warpath: Jurassic Park	Dreamworks/EA	Beat 'em up
WCW Mayhem	EA	Wrestling sim
Worms Pinball	Infogrames/Ozisoft	Pinball
Wu Tang: Shaolin Style	Activision	Action adventure
Barbie Race and Ride	Mattel/Sony	Horse riding
Commandos 2	Edos/Ozisoft	Action strategy
Crash Team Racing	Naughty Dog/Sony	Kart racing
Disney's Magical Tents	Disney/Sony	Puzzler
Dragon Valor	Namco/Sony	RPG
Fear Factor	Edos/Ozisoft	Action adventure
Grudge Warriors	Take 2/Jack Of All Games	Beat 'em up
Hogs of War	Infogrames/Ozisoft	Strategy
Jet Moto 3	Rage/Sony	Racing
Karting World Championship	Midas/Metro	Kart racing
Knockout Kings 2000	EA	Boxing sim
LEGO Racers	LEGO/Roadshow	Kart racing
Muppets Racing	Sony	Kart racing
Nightmare Creatures II	Activision	Action adventure
Official F1 Racing 99	Edos/Ozisoft	Racing sim
Premier Manager 2000	Infogrames/Ozisoft	Soccer management sim
South Park Chef's Luv Shack	Acclaim	Trivia contest
South Park Rally	Acclaim	Kart racer
Space Debris	Rage/Sony	Shoot 'em up
Spiderman	Activision	Action
Tenchi 2	Activision	Fighting adventure
The Nomad Soul	Edos/Ozisoft	Adventure
Thrasher	Take 2/Jack Of All Games	Skateboarding sim
Toy Story 2	Disney/Activision	Platformer
Unreal	GT	Shoot 'em up
War of the Worlds	GT	Strategy
Worms: Armageddon	Hasbro	Earthworm combat
Alien Resurrection	Fox/EA	Action adventure
Civilization: Call to Power	Activision	Strategy
Colony Wars: Red Sun	Peygnois/Sony	Space combat
Destruction Derby 3	Peygnois/Sony	Racing
Resident Evil: Nemesis	Capcom/Ozisoft	Scary action adventure
Rollcage Extreme	Peygnois/Sony	Futuristic racing
X-Mena	Activision	Beat 'em up



Castrol Honda Superbike Racing

Strap on your Shoei, squeeze into your one-piece leather, screw on some new knee-sliders and...prepare to be disappointed by this rarest of beasts, the bike racing sim.

Publisher: BT Interactive

Developer: THQ/Interactive

Release date: Out now

Origin: US

Style: Motorbike racer

Price: \$89.95

Look left, look right, look bike. Bikes are sometimes so tough to spot in the traffic that we had to have a catchy slogan to try and stop bikers being overlooked and killed by careless drivers too busy changing radio stations to bother looking at the road.

Games developers seem to overlook our helmet-wearing, dog-scaring brethren, too. This year alone has seen an onslaught of four-wheeled racers, but fans of two-wheeled motion haven't seen much action since the outbreak of *Road Rash* and the eager-to-please *Moto Racer*. Until the arrival of *Castrol Honda*. Rather than following in the tyre tracks of its bouncy predecessors, this is being touted as the first bike-racing simulation on the PlayStation. It isn't about maximum air or shoving opponents off the road: this is precision, this is tinkering, this is real, baby.

Straddling the 1997 championship-winning Honda RC45, you have a choice of 14 courses around the planet, at which to take on up to 23 opponents. But before you go thinking you're fly, the mysterious ways of the bike have to be mastered, the racing line has to be carved into your brain and you must learn to brake. The developers have concentrated on sculpting an effective learning curve across the various levels. And have missed the mark.

The rookie level has an auto brake which eases you into every corner, directional arrows to encourage you to stay on the bitumen,

and an indestructible bike. Short of strapping on training wheels, this is as easy as riding gets. It's too easy. So you really get a shock when you go up to amateur level and say goodbye to computer guidance. Only on the longest straights can you let rip, as every corner has to be crawled around if you want to stay mounted. By the time you get to professional level, you're doing

100km races and the slightest collision sees you out.

The Analog Controller makes the handling far more instinctual than that of other racing games, with the right knob acting as the throttle. But steering has to become as natural as breathing if you want to win. The AI opponents have precision cornering and will leave you eating their collective dust if you make the tiniest error. With games such as *Gran Turismo*, the exact handling physics are matched by the photo-realistic graphics. With *Castrol Honda* this isn't the case. The tracks are so devoid of character that every corner looks the same, making the completion of a championship race a mind-numbing task. This may be a truthful representation of real racing tracks, but if they look this bland, a touch of artistic interpretation would have been forgiven.

Compared with other console racers, there isn't anything fresh on offer. It's as though the developers spent so long canoodling with Honda, getting the physics right, that they just went through the motions for the rest of the project.

If you want a good racing sim, go to the familiar faces. But if you really, desperately want bikes then this is the best example of a genre which lacks depth and quality. If you have the patience of a saint, this game can be tamed, but attaining spiritual perfection may be easier.

Interactive has produced a tight and crisp simulation. But playing *Castrol Honda Superbike Racing* is like eating Sao biscuits. The first few are bearable, but you'd never eat a whole packet - they're too bland. A few more bikes and fancy tracks could make the whole thing far more digestible. If ever a game needed a sequel to improve on it, this is it.

David Harrison

ALTERNATIVELY

Moto Racer 2 8/10 PSM 17

Road Rash 7/10 PSM 12

Jeremy McGrath

5/10 PSM 13

VERDICT

6

GRAPHICS
GAMEPLAY
LIFESPAN

5 Functional, but spectacularly ordinary.
8 This isn't a game, it's a life choice.
5 Tougher than Chopper Read.

For those passionate about bikes, you've got what you wanted and the gauntlet has been thrown down. But it's far too hard for a passing fancy for the rest of us.

Next month in *PSM 27*

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Wing Over 2	PSM 23	4
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LARA'S BACK!
EXCLUSIVE FEATURE & PICS



Tomb Raider: The Last Revelation. Is the Lara's final outing the best yet, or is she out of ammunition? *PSM* talks to the people behind the phenomenon. Plus loads of game shots!

RAPTORVATING!

From the maker of *Resident Evil* comes an utterly 'raptorvating' new game. We review *Dino Crisis* as it hits the shelves Down Under. And *PSM* flies to Japan to talk exclusively to Shinji Mikami, the panic-horror mastermind.



Wipeout 3 (Playable), *RC Stunt Copter* (Playable), *Lego Racers* (Playable), *Point Blank 2* (Playable), *No Fear Downhill Mountain Biking* (Playable), *Um Jammer Lammy* (Two-player playable), *F1 '99* (Video), *40 Winks* (Video), *Mission: Impossible* (Video), *This is Football* (Video), *LMA Player Manager* (Video) and *Final Fantasy VIII* (Video).

Don't miss it!

on the cd



PLUS!

Annalise Breakensiek is our latest Game Girl ... Regurgitator on why they love PlayStation ... *PSM* meets the makers of *EA Cricket* ... the men behind *Planet of the Apes* ... the 100 worst games ever ... the most gory PlayStation game of all time ... *FF VIII*, *GTA 2*, *F1 '99*, *Quake II* and loads more ... **DON'T MISS IT!**

October issue

on sale
WED 29th SEPTEMBER

TOP 40 GAMES

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lifes...here, in its entirety, is the *PSM* Top 40 - thanks to H-Mart and GfK.

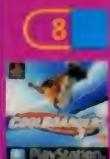
BROUGHT TO YOU BY									
K-mart		AND		GfK					
<i>AFL</i> has confidently strided to the top of the premiership table in its debut season. But the real shock is that obviously the entire Australian population does not already own a copy of <i>Gran Turismo</i> : the Platinum version is flying off the shelves!									
 									
Pos	Rank	Name	Developer	Publisher					
1	—	<i>AFL 99</i>	EA Sports	EA					
2	7	<i>Gran Turismo Platinum</i>	Sony	Sony					
3	1	<i>Need For Speed IV: High Stakes</i>	EA	EA					
4	2	<i>Crash Bandicoot II: Platinum</i>	Naughty Dog	Sony					
5	—	<i>Driver</i>	Reflections	GT					
6	—	<i>Final Fantasy VII Platinum</i>	Square	Sony					
7	3	<i>Metal Gear Solid</i>	Konami	GT					
8	4	<i>Crash Bandicoot 2: Platinum</i>	Naughty Dog	Sony					
9	6	<i>Crash Bandicoot 3</i>	Naughty Dog	Sony					
10	9	<i>Croc</i>	Fox	EA					
11	8	<i>Shane Warne Cricket '99</i>	Codemasters	Ozisoft					
12	13	<i>Time Crisis Platinum</i>	Namco	Sony					
13	20	<i>Cool Boarders 2: Platinum</i>	Sony	Sony					
14	14	<i>Mickey's Wild Adventure Platinum</i>	Disney	Sony					
15	12	<i>Abe's Oddysee Platinum</i>	Oddworld Inhabitants	GT					
16	16	<i>Tomb Raider 2: Platinum</i>	Eidos	Ozisoft					
17	32	<i>Abe's Exoddus</i>	Oddworld Inhabitants	GT					
18	11	<i>Rugrats</i>	THQ	GT					
19	5	<i>A Bug's Life</i>	Disney	Sony					
20	10	<i>Spyro The Dragon</i>	Insomniac	Sony					
21	19	<i>Hercules Platinum</i>	Disney	Sony					
22	23	<i>Colin McRae Rally</i>	Codemasters	Ozisoft					
23	40	<i>Knockout Kings '99</i>	EA	EA					
24	18	<i>Die Hard Trilogy</i>	Fox	EA					
25	15	<i>Ridge Racer Type 4</i>	Namco	Sony					
26	17	<i>Need For Speed III: Hot Pursuit</i>	EA	EA					
27	22	<i>TOCA Touring Car 2</i>	Codemasters	Ozisoft					
28	27	<i>FIFA Soccer '99</i>	EA	EA					
29	36	<i>Grand Theft Auto</i>	DMA	GT					
30	25	<i>Tomb Raider 3</i>	Eidos	Ozisoft					
31	—	<i>Dark Forces</i>	LucasArts	Metro					
32	30	<i>Tekken 3</i>	Namco	Sony					
33	37	<i>Point Blank</i>	Namco	Sony					
34	—	<i>Wild 9</i>	Shirley	Interplay					
35	28	<i>Tekken 2: Platinum</i>	Namco	Sony					
36	26	<i>V-Rally Platinum</i>	Infogrames	Sony					
37	31	<i>Small Soldiers</i>	EA	EA					
38	—	<i>WWF Warzone</i>	Acclaim	Acclaim					
39	35	<i>Tiger Woods '99</i>	EA	EA					
40	—	<i>G-Police Platinum</i>	Psygnosis	Sony					

TALKING SHOP

But enough of our yakking, you want to know what *PSM* fans have actually spent their hard-earned dollars on this month. We took a peek in the bags of some unsuspecting lads and gals to find out.



Name: Brigitte
Occupation: Student
Bought: *Coolboarders 3*



And why...
"I wanted to go snowboarding this year but I ended up sitting for my exams. So I bought this as my treat for all that study!"



Name: Mr B
Occupation: Musician
Bought: *Gran Turismo*



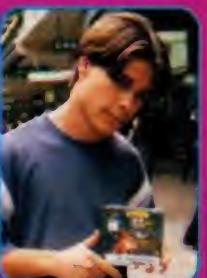
And why...
"This is the best game at the best price so it pretty much chose itself! Seriously, I've wanted it for a long time..."



Name: Annabel
Occupation: Artist
Bought: *Tank Racer*



And why...
"It's wacky and dangerous. Like me!"



Name: James
Occupation: Student
Bought: *Crash Bandicoot 2*



And why...
"I loved *Crash 1*. It's a great platform game and I heard this is as good as the last one."

Official PlayStation Magazine RECOMMENDED

Speed Freaks



Racing as weird little characters has never been so fun. Crisp and colourful graphics are a treat for your eyes and multiplayer mode is a real beaut. Top power-ups give *Speed Freaks* a nice finish. We like this one, and you can play it for free!

Ape Escape



Whoever thought that catching monkeys would ever make such an awesome platform game? *Ape Escape* showcases many innovative features and the Dual Shock game play is as smooth as silk. Bucketloads of variety and originality.

V-Rally 2



V-Rally 2 is rally car racing at its best. Well, next to the real thing of course! Car performance and environments are realistically detailed throughout the game and you don't have to risk killing yourself at break-neck speeds. Near-perfect.

Phantom Menace



The Jedi Force has finally joined forces with the power of your PlayStation. Let your little grey box play with the *Phantom Menace* and be prepared to behold an unbelievable game. *PSM* would be ready to join the Dark side just to play it.

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Speed High
Stakes
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Type 4
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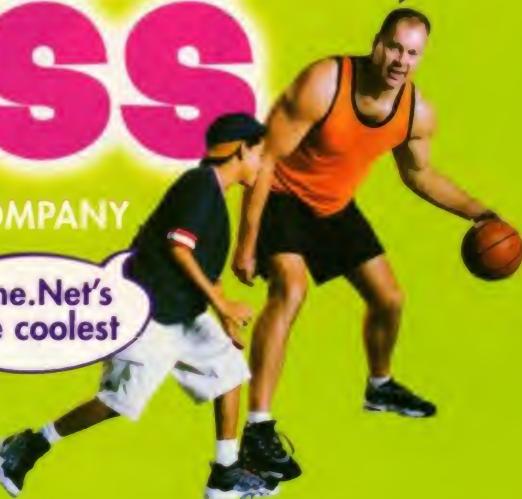


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downloading

Downloading is the part of the magazine where you turn from passive readers into interactive users. Here are your letters; tips for you to try out; instructions on how to use the demo CD; games ideas that you've come up with; and a buyer's guide to help you get shopping for games. Don't just read *PSM*, experience it!

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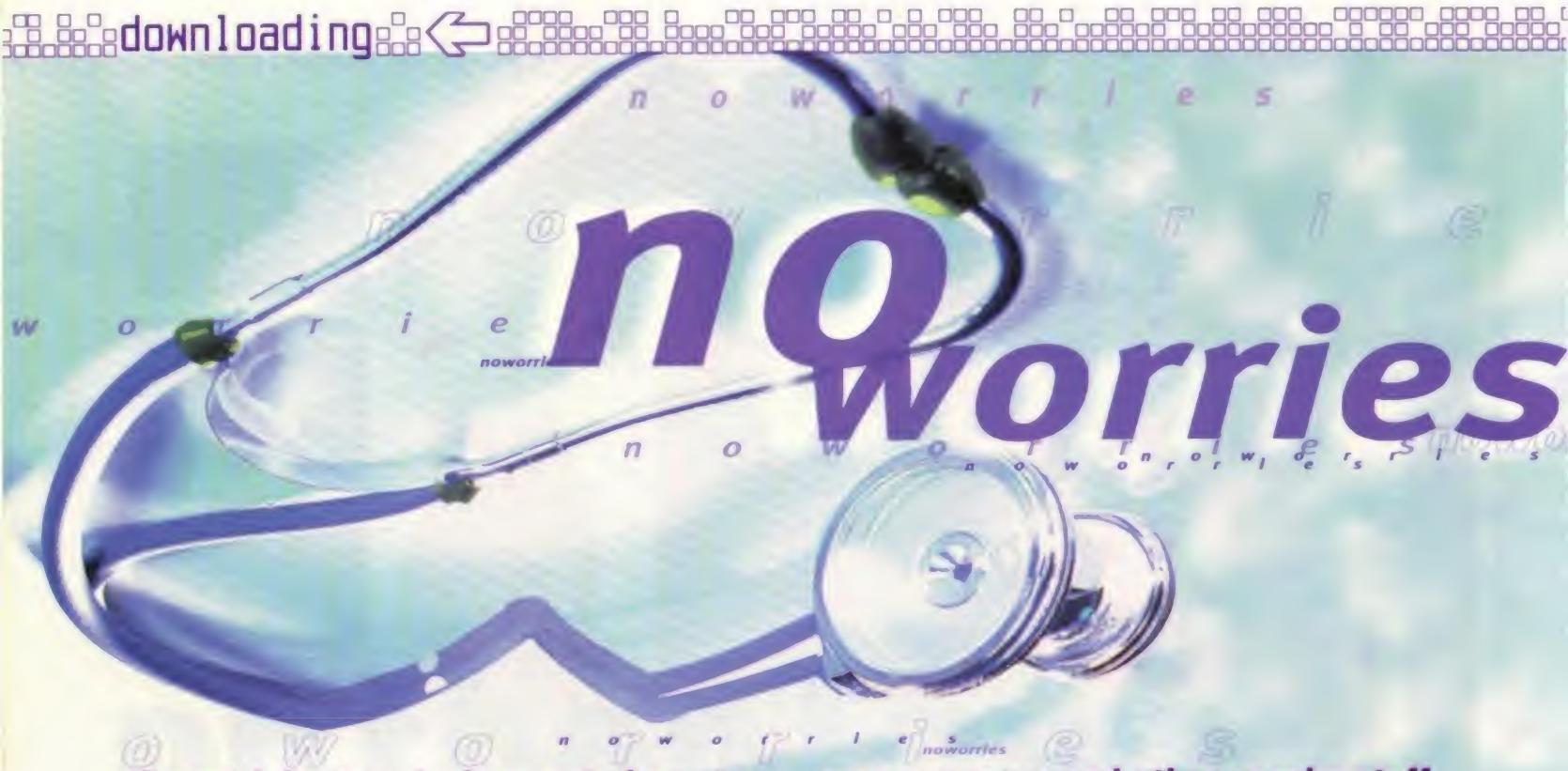
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More tricks to unlock secret characters, areas, weapons and other sneaky stuff.

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month. If you can't see a cheat for a game you want, give the Powerline a try and have a pen and paper handy. Alternatively, try using the unique code that's printed on every game.

The Powerline gets around 1000 calls a day and hundreds of titles are supported.

Just call **1902 262 662** and, once connected, press **0** to access the main menu. The menu options are:

1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).

2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.

3. New and upcoming PlayStation games information.

4. PlayStation game of the month.

5. This month's Top 10 titles.

6. Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (higher from mobile or public phones). Callers under 18 must obtain a parent's permission before calling. The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions.

Bomberman Fantasy Racing

More money

Save the game to a memory block, then save it to a different one. Head for the bank, select Money Transfer, and start siphoning your funds from one card to the other.

Hidden animals

Buy up five kangaroos and all five dinosaurs. You'll then get a hidden Black Kangaroo and a White Dinosaur.



02021 Rampage 2: Universal Tour

Hidden characters

Get under the skin of the following hidden characters as follows:

George - enter S, M, 1, 4, N.

Lizzie - enter S, 4, V, R, S.

Ralph - enter L, V, P, V, S.

Green Myukus - enter N, o, T, 3, Y.

Purple Myukus - enter B, 1, G, 4, L.

Noobus - enter S, R, Y, 3, D.



POWERLINE

call 1902 262 662

press **0** for the main menu

press **1** to speak to a live member of Team PlayStation

press **2** for cheats heaven and have your game code handy

press **3** for new and upcoming games information

press **4** for PlayStation game of the month

press **5** for this month's top 10

press **6** for information on PlayStation peripherals

Trap Runner

01628

Get alternative background music while fighting by keying in: **•, R2, R1, ▲, x, ■, →, L2, L1, ↑, ↓, ←** on the push-start screen. You'll hear a whooshing sound if it has worked and new tunes on the stereo when you resume the game.



Access the three bonus characters, Elg, Dyn, and Rem, on the push-start screen by hitting the following combination: **L2, L1, ↑, ←, ↓, →, ■, x, •, ▲, R1, R2**. If it works you'll hear an explosion.

Select the bonus characters by either pushing **←** from the character Van Raily, or **→** from the character Tenrou Ugetsu. Bear in mind, though, this cheat's only available in the Vs Computer Mode of the game.

Change the clothing of the characters by hitting: **R2, R1, ▲, •, x, ■, →, ↓, ←, ↑, L1, L2** at the start screen. Electronic bleepage is heard if you've done it properly. To make it work press **Select** before pressing the **x** button to select your character. The character's name will change from a blue colour to a red colour. Again, this is only available in the Vs Computer Mode of the game.

Big Air



All levels and all players

Head for the music selection screen and select Blink 182, (dammit). Then cue up Blink 182, (untitled) and quit. As you leave, you'll hear Blink 182, (untitled). Go to the character selection screen and hold down **■ + ▲ + • + x**. The words 'Blink 182 Rocks' will appear and you'll be in cheat mode...

T'ai fu

01460

To activate the following cheat codes, first enable the following cheat code from the map screen: **R2, x, R2, x, •, ↓, and ■**. 'Cheats Enabled' will show on the screen if you get it right.

Level boss cheat: From the map screen hit **R2, ▲, R2, ▲, ■, ○, ↓, ▲, ↑, →, ←, ↓, ↑, and L1**. From here you'll be able to access the full list of level bosses and levels.

Story selection: Again on the map screen key in **R2, ▲, R2, ▲, ■, ○, ↓, ▲, ↑, ←, →, ↓, ↑, and L2**. You'll see a menu of all the cut scenes available in the game to choose from.

Credits display cheat: Key in **R2, ▲, R2, ▲, ↓, ■, ○, ▲, ↑, ↓, ←, →, ↑, and R1**. This combination should show you the end-of-game artwork, which includes rough sketches of characters as well as locations.

For the next few cheats you'll have to input the following code at the beginning of every level you want to play: **R2, ▲, R2, ▲, x, ■**. Again, 'Cheats Enabled' will show up on screen.

All fighting styles: **R2, ▲, R2, ←, → and ▲**. You'll see 'All Styles' up on screen if it works and be able to fight like a man. Or a tiger even.

Activate full Chi: Key in **R2, ▲, R2, ←, →, and ■**. Once this is activated you'll see 'Full Chi' displayed on screen and obviously the character will be fighting fit, spiritually.

Full health: Hit **R2, ▲, R2, ←, →, and •** and you'll have 'Full Health' displayed on screen.

Temporary Invisibility: **R2, ▲, R2, ←, →, and R1**. You'll be invisible for around 30 seconds.

Syphon Filter

01910

All levels

Hit pause and highlight the 'select mission' option. Press and hold the following combination of buttons, leaving the **x** button till last: **•, ■, L1, R1, L2, R2, x**.

All weapons, unlimited ammunition

Pause, select the weapons option and hold down **Select, •, L1, L2, R2, x**. Again leave **x** until last. You'll have to do this for each subsequent level if you want to pick up the goods.

Single-shot kills

All shots kill with only a single shot, even against flak-jacketed soldiers, by doing this: Pause, highlight the objectives, press and hold **→, •, L1, R1, R2, x**. You'll hear Gabe say "Understood" if you've done it right. Bear in mind it doesn't work on certain level bosses.

Watch all FMV

You can watch all of the FMV sequences from within the game. On the first mission, Georgia Street, Washington DC, head for the movie theatre where you picked up the sniper rifle. Stand in the doorway of the



movie theatre and pause the game. Highlight the sound option, press and hold **Select, ■, L2, R2, x**. If it's worked you'll hear Gabe say "Got it." Get it wrong and you'll just hear laughter. When you un-pause, dart through the theatre doors and into the cinema proper. **x** skips a movie sequence, **Start** quits out of the film. Take some popcorn.

Increase the difficulty

On the title screen, press and hold **•, ■, L1, L2, R2, x**. You'll hear Gabe shout "Damn it". Likes an easy life, does our Gabe.

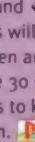
Temporary invincibility: **R2, ▲, R2, ←, →, and R2, x, R2, x, •, ↓, and ■**. 'Cheats Enabled' will show on the screen if you get it right.

Unlimited lives: Key in **R2, ▲, R2, ←, →, and ↑**. Once this is up and running you'll see nine lives displayed on screen and reap the benefit of nine lives for the rest of the level. You'll have to re-enter it for the next level, though.

More blood on screen: Hit **R2, ▲, R2, ←, →, and →**. 'Crazy Blood' will be emblazoned across the screen. You'll be invincible for 30 seconds.

Double the size of your enemies: Input **R2, ▲, R2, ←, →, and ↑**. Double-sized enemies will appear on screen and the big boys will scream around the corner. It only works for 30 seconds though. Which is probably a good thing.

Halve the size of your enemies: **R2, ▲, R2, ←, →, and ↓**. Half-sized enemies will flicker on screen and you'll have 30 seconds to kill them.



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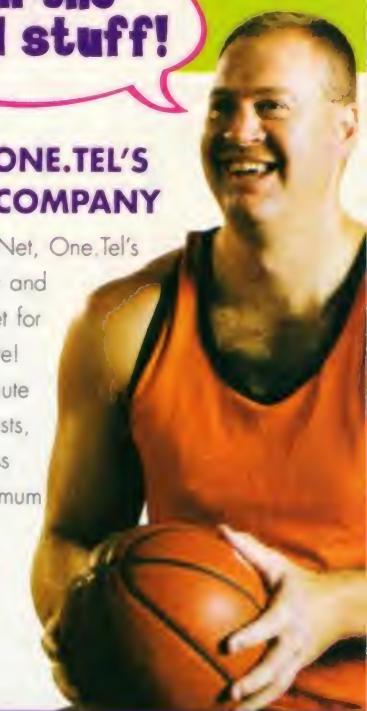
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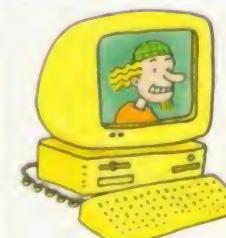
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Ape Escape

Are you all opposable thumbs in *Ape Escape*? You won't have a monkey's chance of finishing this simian riot then...



LEVEL 1 — THE LOST LAND: FOSSIL FIELD

A predictably easy opening level. There are four monkeys, but you only need three to get into the next bit of the game. Grab your net, run up to each monkey and catch them. Simple. Or perhaps not. There's another furry fool on a cliff to the right of the field. Sadly you won't be able to snare him in your net until you've got your hands on the propeller.

LEVEL 2 — THE LOST LAND: WETLANDS

Ready to get your fur wet? The first monkey's straight ahead of you over the bridge, so dive into the water. You'll see the second one as you pop up for air. There's a third gibbon on the right-hand cliff through the tunnel and a fourth over the water opposite that cliff. Again you'll need the propeller to catch the fifth monkey who's holed up on the cliff to the right, just before you go through the tunnel. Diving from here sends you so far under water you'll catch sight of another baboon to bag with the water net.

LEVEL 3 — THE LOST LAND: DINOSAUR AREA

Clock the entrance as you amble up the slope, but don't go in. Instead hang a left for the first few monkeys. There's one near the waterfall, another one tucked behind it and another under the pterodactyl's eggshell.

Head through the tunnel until you disturb the dinosaur with a monkey on his back (so that's why they all died out)... Spook him and he'll charge towards you losing the chimp in the process. Bag him. Level cleared now except one hidden up in the corner.

Again you won't be able to get the final chap until you've got hold of the sling-back shooter. Dart



through the doorway by the entrance and you'll be locked in a cage. Fire off a pellet at the switch on the other side to release yourself, then fire away at the monkey riding the dinosaur.

LEVEL 4 — THE MYSTERIOUS AGE: THICK JUNGLE

The monkeys are starting to get a little elusive now, but your monkey radar should help you out a little. The first chimp is holed up in the third wasps' nest on the left. Ignore any doors in the area and scoop up all the monkeys in the main area. There's one



hanging from a tree, and another perched on a post. Don't get hit by the lasers though.

Hop in the water, monkey paddle through the tunnel to the dinghy and row over to the pier. Spot the wooden post? Clamber up for another monkey, hop back in the boat and head for the wooden wheel. A quick slap with the oar opens up the gate and allows you to jump through into the water and catch the monkey on the grass ahead. Finally, you'll find another gibbon in the campsite at the top of the tree trunk bridge.

Again, you'll need the propeller to complete this level. Head for that door near the entrance and use the bouncy platform to bounce across to the monkey on the grass. Jump in the river and swim up the tunnel without the post markers. Whack the monkey that tries to escape in the blimp thrice with your staff. There's another ape dangling from the tree to your right. Use the catapult to knock him down, then use the propeller to get up into the cliffs for the final monkey by the campsite.

LEVEL 5 — THE MYSTERIOUS AGE: MYSTERIOUS RUINS 1

A large part of this level is blocked off unless you've got that handy propeller. First grab the monkey waiting outside the circle and head up the stairs towards the building at the top. Inside you'll find a brown square that drops you down to more water-based antics. Dive in and keep out of sight of the monkey, swim to the bridge round the corner and sneak up on him from behind. Head back up the lift and leap across to the mainland and the big round building. Just past the little purple devils you'll find a monkey lying in wait; grab him, leap over the trapdoor and let the monkey drop you down below. There's a moving platform to cross, a monkey on the other

side and platforms to negotiate for another baboon. Eventually you'll see a monkey at the top of a slope. You'll have to bag him to get back through to the main section, where you'll find another chimp waiting outside.

One you've picked up the propeller, come back here to get the leftovers. One's straight ahead, then hop over the wall with the propeller and bag the monkey in the middle. You'll find another little chap operating wind generators in the big hall to the left and another one on the thin ledge up above. There's another one skulking around at the building at the top of the floating columns; bag him and fall off to the left of the top column. Far from dying,

you'll land on a cheeky little platform, where a monkey's sat beatifically.

LEVEL 6 — THE MYSTERIOUS AGE: MYSTERIOUS RUINS 2

Make a leap over the barrels then push the block to open a gate and catch the monkey. There's a hole in the wall through which you'll see a red switch. Whack a pellet over with the catapult and walk over the bridge that appears, then jump on to the moving platform and shoot at the switch on your left. The next bridge leads to another fury fellow.

Head back and walk left over the bridge. Kill everything in your way with a few strikes of the staff and smack the switch on the right to open the door. There's a switch inside; hit it to catch the monkey, then head back out and hit the other switch for another gibbon. Ignore the door ahead and walk left to the cog where a staff strike will bag you another choice chimp.

Coming back here with the propeller and the remote control car will mean you can get through the other door and grab the remaining fur balls. Drive the car through the gap in the green cage up ahead and you'll stumble across an easy catch. Then you'll have to clamber up the pool across the water to the top and use the propeller to float across to the tower ahead for the ultimate monkey. Walking through here brings you to another platform with a switch behind a pane of glass. A hefty wooden club comes in handy...

LEVEL 7 — THE PRIMITIVE OCEAN: CRAGGY BEACH

This is dead simple. Four monkeys are on the beach. Two are frolicking, another's on a sun bed and



another's lying on the hammock. Through the entrance you'll find the fifth sitting on the other side of the metal bridge.

Completion of this level, of course, requires three more monkeys. The first is over the metal bridge in a flying ship, the second is sitting on a high ledge on the other side of the bridge. Use the propeller to get over there. You'll need the dash hoop for the next bit. Head through the door across the bridge and hit the wheel inside — that'll open the door. Spin the dash hoops through the croquet hoops for the final monkey.

LEVEL 8 — THE PRIMITIVE OCEAN: PRIMITIVE OCEAN

Hit the monkey on the back of the shark and catch him when he falls off, then swim through the gap on the right and hop on to the first platform and on up into the beanstalks. A monkey is hoisted up on the grass above; bag him and jump back into the water. Wander up the slope to your left and hit the wheel before using the dash hoop to speed over the bridge and catch the chimp there. Jump back into



the water and catch the swimming monkey, then keep on paddling straight and catch the monkey on the other side.

Of course, that's not the last of the critters in the level. Come back here with the propeller and the car and use the propeller to get up on to the ship. Bag the gibbon there and head back to the mainland where you can shoot through the door. There's a monkey round the corner, grab it and head back into the monster's mouth. Drive your car into the cube to lure a monkey out, then turn and

jump into the cave for another. Your penultimate monkey is inside the monster's belly, dangling from a hairy tonsil. Shoot him down with the catapult and he's yours.

LEVEL 10 — THE ICE AGE: ICE LAND

The first thing you see in Ice Land is a snowman out to clobber you. Whack him and head towards the igloos where you'll find a pair of monkeys. Spin round and jump on the pole, smash the ice and bag the monkey hiding in the frost. Back on the snow you'll have to deal with the mammoth patrols. Bag the monkey on the first woolly beast and head under the arch, up the slope and hit the big wheel at the top. Jump on the lift and catch a fourth monkey on the ledge to the right. Hop back on the lift and jump to the other ledge to get your penultimate gibbon. Now there's only one more to grab. Come back here with the propeller to pick up the one on the top of the arch.

LEVEL 11 — THE ICE AGE: SLIDE DOWN THE MOUNTAIN

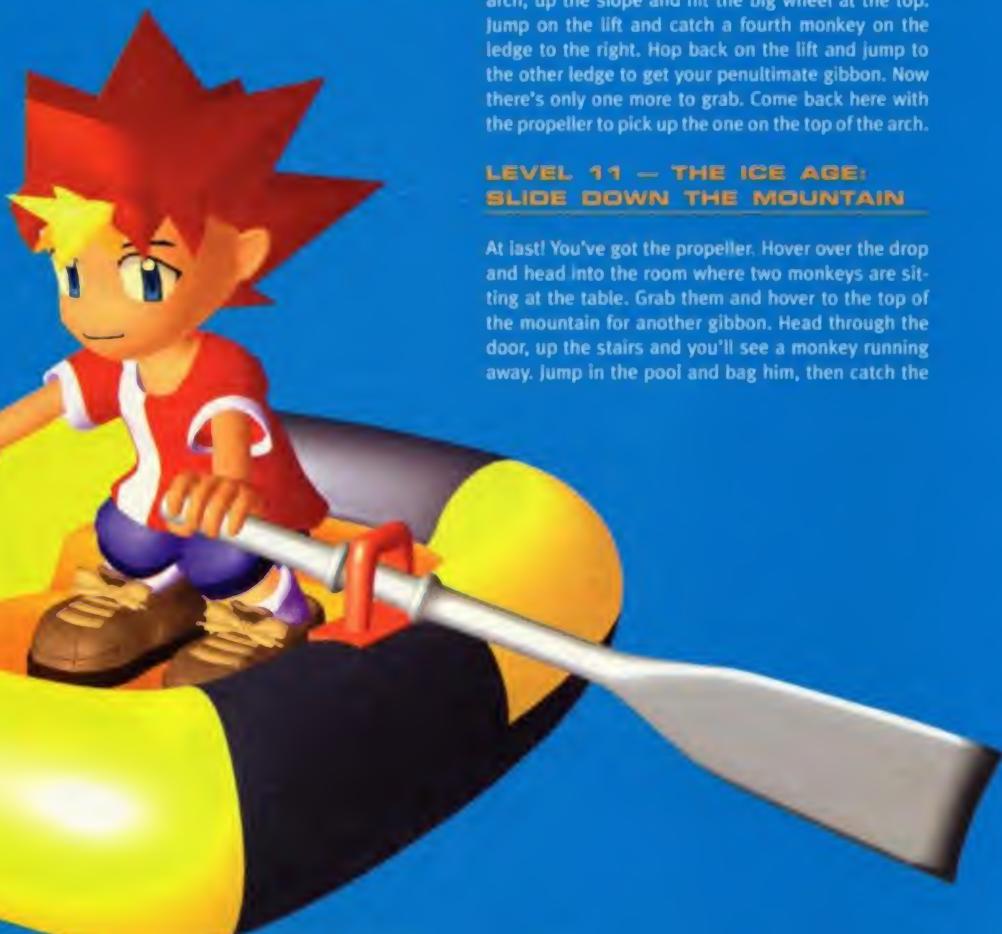
At last! You've got the propeller. Hover over the drop and head into the room where two monkeys are sitting at the table. Grab them and hover to the top of the mountain for another gibbon. Head through the door, up the stairs and you'll see a monkey running away. Jump in the pool and bag him, then catch the



the water and catch the swimming monkey, then keep on paddling straight and catch the monkey on the other side.

LEVEL 9 — THE PRIMITIVE OCEAN: GARBURIN'S ISLAND

Fire a pellet at the monster and amble through the gaping maw. The first monkey is up the ramp on the left — just watch out for the barrels. Hop down off the ramp and through the door on the right. Head through the level to the furry tonsil and whack it





other monkey on the platform to the right. Use the prop to get him, jump down and head up the slope, avoiding the snowball but catching the chimp at the top. The door on the left leads to a lake and an island you can reach with the dinghy. Once there, a chimp tries to escape in a flying ship. Shoot him down and head over to the land on the left. Bag another chimp in a flying ship and tiptoe across the thin walkway for another. Your final baboon is in a cave to the right, but you'll need to dive under water to get to it.

LEVEL 12 — THE ICE AGE: SPA OF APE

The first monkey's down in the gap beneath you. Once you've caught him, dive beneath the waterfall for another one and jump out of the water and up to the raised platforms. Hover your way to the top and use the dash hoop to run across the falling bridge for the monkey on the other side. Follow the path around, and hover off the ledge on your left for the third.

Back at the bottom of the mountain, head through the door and shoot the bears to break the ice. Take first left, then left again and bag the monkey at the end. Flick the switch and make two left turns for your final chimp.

LEVEL 13 — CIVILISATION: WABI SABI TEMPLE

Go upstairs, and bag all three monkeys, then head through the door of the main building. Grab the gibbon



reach the first monkey. Follow the wall around to the door and grab the three monkeys in the middle. Head through the double doors and hit the switch on your left with the catapult to operate the lift. Walk round the wall at the top, double jump over the logs and drop off the tower on to the grassy platform for a monkey.

Back in the tower, hit the gong with your catapult to bag the gibbon in the flying ship. Hop down the hole, then down the pole for another, then make your way back to the lift which leads to your last monkey. You'll find the final prize just outside the double doors ahead.

MORE APE JAPES NEXT ISSUE IN PART TWO...



Syphon Filter

For all of those who can't wrap their cranium around this thinking man's shooter, we reveal the points where you, fitted out with your backpack full of arsenal, can take out the terrorists.



LEVEL 1: GEORGIA STREET

Dodge past the cop car and the CBDC chap and dart down the right-hand alley. Head past the subway and bar and take out the pair of terrorists holed up on the roof at the end. Pick up the M16's they leave behind and head off towards the bank in the bottom right-hand corner of your map. Another pair of bad guys to hit here; make sure you pick up the ammo they drop, grab the flak jacket from the box and head into the bank where Lian Xing calls for you to provide backup to the CBDC officer who's under fire.

As you make your way through the bank you'll stumble across a room full of terrorists. Play Quick Draw McGraw and take them all out. Xing buzzes you through to the next section where you'll need the torch to pick up the grenades. There's also a box of M16 shells in a room to the left. With everything picked up, head back outside, shoot the guy on the roof opposite and make your way back to the start point. More guys fancy their chances in a gun fight, so shoot them and run into the subway where you'll find a flak jacket. The gate at the end is locked, but you can buzz Xing and she'll show you how to get through.

Run to the bar, duck inside and make your way to the left. You'll find a room here with a bloke to kill

and a window to shoot out. Climb through the window and up on to the black box near the gate, from which point you can swing across to the iron pole. Slither down and go left to the Grenade Launcher, then back to the gate. Blow the lock off the door and flick the switch to summon the elevator, which you can use to descend into the depths to find a switch that turns off the power. Kravitch is your next target.





Follow the map, use the C4 to unblock the door and release the CBDC chap. You'll be heading towards the ruptured pipe, but you can't get through because of the flames. Give Xing a buzz and you'll find out that the gas has to be turned off before you can get through. Run to the other end, down by the bomb, and you'll find the gas mains switch on a pole to the left. When the fire's out, clamber across the trains to escape. Yes!

LEVEL 3: MAIN SUBWAY LINE

A nice easy level after all that shooting, only Aramov to kill down here. There's a flak jacket to pick up behind you, then dodge the alternating trains by clambering through the middle. Eventually you'll meet up with Aramov. Keep pushing her backwards and before long you'll manage to get off a headshot. Job done.

LEVEL 4: WASHINGTON PARK

Okay, four viral bombs, 20 minutes to defuse the lot. Not easy. Bag the night vision rifle at the start of the level and head towards the bomb that shows up on the radar. Call over a CBDC operative to disarm it and head off towards the statue where you'll find another bomb. En route Xing gives you a bell and tells you about a heavy hostage situation on the tennis courts. Head away from the tennis courts, taking the left-hand path, and hit the terrorists hard by the park bench. Don't forget to pick up the flak jacket by the wall, and wait for Xing to direct you towards the satellite comm. Further down this road you'll find a pair of small shacks, which hold another bomb. Defuse it quickly and grab the M16 from the roof if you need it. Dash quickly back to the tennis courts where you'll find the fourth and final bomb.

Head back to the blasted window and wait for Xing to give you a bell. You'll then find Kravitch holed up behind the bar with a bunch of troops. Kill 'em all and pick up the shotgun. Fire off a shot at the Comm Array in the corner of the room and amble through the open tunnel, taking out all the soldiers as you go. There's a bomb at the end for you to check, so take the left-hand track until the explosive device pops up on the radar — just watch out for the train! There's a tunnel on the far left of the map you can use to get access to the basement, picking up a flak jacket on the way. Sneak up to the bomb and gasp as it goes up in Gabe's face.

LEVEL 2: DESTROYED SUBWAY

Mr Gabe's alive! Double back on yourself and pick up the flak jacket before crossing the track and bearing right. You'll find a train you can clamber up at which point you'll get a call from Head Office to give a CBDC bloke a hand. Hop off the train and whack the chaps shooting at you, while avoiding the grenades that rain down. You'll find some C4 on the tracks; grab it and hop up to the top level. Dodge the bullets, head between the two burning train wrecks and lever your way up. Be patient, it's a pretty tricky thing to do.

Xing gives you a ding-a-ling at this point and you'll stumble across another bomb on the tracks to the right. Don't worry about it for now — just ignore it.



You'll come across two hostages and two terrorists. Taser the one on patrol and shoot the other one in the head with your new night vision rifle. Pick up all the ammo lying around and head off towards the maze. You'll have to be very quick and accurate with your shots around here. Climb up to the Comm Array, but hold your fire. Xing directs you off towards Marcos, but you'll have to sneak round the maze and use the sniper rifle to shoot out the lights to get hold of him. From here it's time to leg it back to Freedom Memorial...

LEVEL 5: FREEDOM MEMORIAL

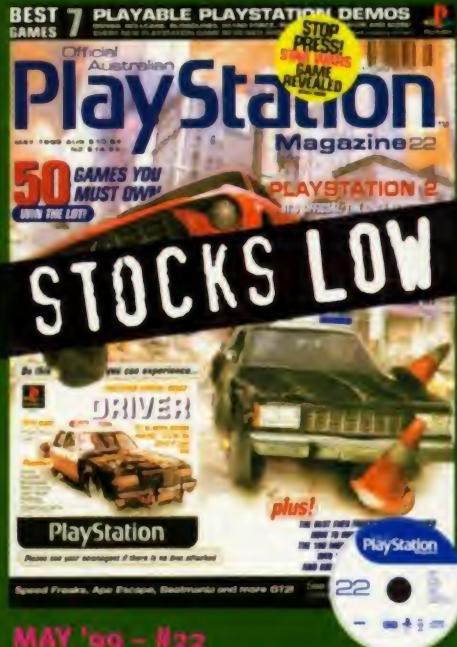
Boss time again — this one's Anton Girdeaux. Watch out for his flame-thrower, tuck in tight behind him and fire off bullets at the canisters on his back until he explodes. He's fairly nippy, so you'll need to use

BACK ISSUES



APRIL '99 - #21

Ridge Racer Type 4 review, 50 Games You Must Play in 1999, PlayStation 2 revealed, 100 Things You Should Have Done as a PlayStation Owner, Metal Gear Solid solved, Soul Reaver review, Interview with Sony Australia.



MAY '99 - #22

Driver review and demo, The 50 Games You Must Own, The Best Fighting Game Ever, How to Win at Warne's Cricket, The 100 Most Addictive Games Ever, Massive PlayStation 2 feature, Star Wars games unveiled, PocketStation.



JUNE '99 - #23

Exclusive Phantom Menace feature and review, E3 reports, Ridge Racer Type 4 demo and tips, The Greatest Road Racer, AFL 99 review, 100 Cheapest Cheats, Australia's Best PlayStation Player, Greatest Gun Games of All Time.



JULY '99 - #24

First Australian V-Rally 2 review, Ape Escape review and playable demo, The Biggest PlayStation Preview Ever, Down Under Developers, The Best Puzzle Game named, 100 Best PlayStation moments, Metal Gear Solid and A Bug's Life tips.



AUGUST '99 - #25

An exclusive feature on Wipeout 3, The Readers Top 50 Games, the 100 Greatest Game Characters, the new Lara Croft, Interviews with the creators of F1 99, Dino Crisis and Metal Gear Solid: VR Missions, Speed Freaks review, Penne Dennison.

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▶ the pillars for cover and fire off shots when you can. Use the .45 for maximum penetrative power. Or failing that, a machine-gun. Heh.

LEVEL 6: EXPO CENTRE RECEPTION

New York City beckons and you'll kick off with a sneaky stealth mission. Do not, under any circumstances, get seen or it'll be game over. Take it slowly, but surely. When you see Phagan heading towards the door, stop and clamber up onto the left-hand ledge. Hit the two guards that pass by, grab the HK-5 that they drop and run into the room with the strange rock formation. Smack the next guard by the door and head into the statue room where another guard's waiting to get tasered. After he's been hit, run round and out of the room making sure you're not seen.

Watch out for the last guard - he's a bit wily. Use the silenced 9mm to put a bullet in him and settle down for the cut scene. Then use the sniper rifle to take out Benton and pocket the keycard and G-18 machine gun. Give Xing a tinkle, head toward the left-hand gate and open it with the control panel. Shoot the guy on guard duty and go into the door labelled "Museum Staff Only". There are three guys here to shoot out. The first one's simple, then you'll have to sniper shoot the pair hiding behind the statue. Climb up to the



locked door, blow the lock off and carry on through to the next taserable bloke. Dropping down from here brings you out by the next keycard.

Head back up to the door near the fan, flick the switch and dash through the gate. Hit the two chaps here and pick up the keycard one of them drops, before flicking the switch to open the gate and heading down the lift. Dart through the blue door on the right and on into the Mars Room via the "Museum

you can't actually kill her yet. Once this is done, clamber up the dinosaur, shoot the baddies and use the iron bars to get across towards Aramov. Next up, Kazakhstan...

LEVEL 8: RHOEMER'S BASE

Pop a cap in the first guard's head and duck into the building on the right for the gas grenades. Sneak up behind the truck, kill the second guard for the PK-102 and shoot out the light for a bit of cover in the shadows. Another bloke heads your way so take him out and dash towards the first gas tank. Plant a nugget of C4 on the front of the tank and listen to Xing when she tells you to cut all the power to the motion sensor. Take out the guard on the right and dash up the ramp to the walkway. Two of the guards leave the

Staff Only" door. Off the four bad guys in here and locate the switch. You can't use the switch yet so head back to the rocket and shoot up to level two in the lift. A bullet in the elevator switch allows you up to the third floor. Kill the guards, bag another keycard and drop back downstairs to the Mars area, where the key opens the door. Keep blasting away at the guards, grab the K3G4 from the box and run back to the space shuttle. Hang off the bridge, and haul yourself up and over and dash through the blue door.

LEVEL 7: EXPO CENTRE DINORAMA

Sneak through the door and cautiously kill the enemies. Everyone will require headshots with the silenced 9mm, as they've all got flak jackets on. Rifle through the lockers for extra bits of kit and run towards the room above the glass dome. Hang on to the bars that run along the ceiling, swing over to the middle and drop down.

Dart into the corner of the next room, shoot out the terrorists, and pick up the keycard one of them drops. Fly through the red door, hide behind the T-Rex to snipe at the guards and locate the switch through to the next room. Shoot out the guards and clamber up and over the aquarium to earwig on a conversation between Phagan and Aramov. Use the taser to hit Aramov because





downloading

area so kill the one that hangs about, and head down the stairs for the night rifle and grenades. Kill the next two guards with gas grenades and snipe out the next pair when they're apart. That way you won't raise any alarms. Look for the locked gate and blow it open before shooting the enemy on the other side and flicking the power switch.

Spread a shroud of darkness across the room by shooting out the large light, then hit the guard in the building to the left. Plant a pile of C4 next to the tank and push on towards the right, sniping guards as you go. Shoot out the next light and dump another load of C4 next to the tank. Head towards the final tank where Gabrek's waiting and duck into the shadows so he doesn't spot you. Kill him with a gas grenade, then pick up the keycard and flak jacket. Use yet more C4 on the tank and kill the guards by the house on the right. Open the gate ahead with the switch and flick the next one with the keycard. Shoot out the lights once again and skip past the truck. Down in the bunker you'll have another couple of guards to kill before bearing down the left-hand path.

LEVEL 9: BASE BUNKER

Steer well clear of the electric fences or you'll be instantly fried. Instead, grab the flak jacket, head



for the junction and hit all the enemies lurking on the left. To the right is a switch that you can shoot to deactivate the fences. Creep through the first door on the left and whack the guy inside; you'll also pick up the first pair of the ten SS-23 missiles lying around the level. Xing gives you a bell, so check the panels by the missiles and leave the room by the new door. Shoot out the guard there and the panel to open the fence through to the next section where you'll stumble across a couple of guards to kill. Bear right and hit the new enemies here before heading round the central room to pick up a fresh flak jacket. Yet more guards to hit here before opening the door ahead and whacking more soldiers inside. Pull out the missiles from this room with the panel and catalogue them.

Run off towards the right, away from the missile room, whack the guards and flick the switch on the left. Dart through the door and you'll be set upon from behind; shoot the devil and activate the remaining four missiles. Dash out through the other door, bear left past the guards, hit the fence controlling panel and run down the path to the right. Turn on the elevator with the right-hand switch and ride it up to the roof for the next major battle.

LEVEL 10: BASE TOWER

Bag yourself some flak jackets and weapons, creep down the stairs and activate the panel on the radar. You'll be launched into a cut scene, so after the talk head down the stairs and wait for the helicopter. Stay out of the spotlight and strafe diagonally to get the best shots at the chopper. With a few hits under your belt it'll start to belch smoke and drop below the roof level. Watch out here, drop troops will spew from its belly so smack them quickly and carry on targeting the 'copter. Don't run in a straight line or you'll die.

LEVEL 11: BASE ESCAPE

It's time to escape and you've only got three minutes to get out of here. The whole level's about being as quick and accurate as possible. Backtrack along past where you killed Gabrek, just staying out of the way of any enemies. Dodge the bullets by rolling and strafing, but make sure you take out the final bloke with the shotgun. Otherwise he'll pepper your backside with a lead shot as you make your way to the Ukraine.

Tune in next issue for more sneaking and blasting hints, as *PSM* features the second and final part of this essential *Syphon Filter* guide.



grey matter

Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100.

Title	Style	Price	Icons	Description	Score
<i>A Bug's Life</i>	3D platformer	\$69.95	①	Slow-paced colourful platformer that young kids will love	7
<i>AFL 99</i>	Aussie Rules	\$89.95	④	The quintessential Australian game finally on PlayStation, and it's great fun	7
<i>Alien Trilogy</i>	First-person shoot 'em up	\$39.95	①	Doom clone with emphasis on intellect and agility	8
<i>Alundra</i>	RPG	\$79.95	①	Zelda for the PlayStation – compulsively addictive	9
<i>Apes Escape</i>	3D platformer	\$69.95	①	The monkeys will drive you bananas in this challenging platformer	9
<i>Anna Kournikova's Smash Court Tennis</i>	Tennis sim	\$59.95	④	Cute, fun tennis action – multiplayer is a winner	8
<i>Apocalypse</i>	Shoot 'em up adventure	\$89.95	①	Bruce Willis in gun-toting frenetic 3D scrolling adventure	8
<i>Bloody Roar 2</i>	Beat 'em up	\$89.95	②	A fine, quick, responsive fighting machine to unleash the animal in you	8
<i>Bushido Blade</i>	Beat 'em up	\$89.95	②	Beat 'em up – not for the squeamish	8
<i>Bust-A-Groove</i>	Dance 'em up	\$69.95	②	If <i>Saturday Night Fever</i> were a game, then this would be it	8
<i>Bust-A-Move 4</i>	Puzzle	\$89.95	②	Simple yet infuriatingly addictive puzzle game	8
<i>Chessmaster 2</i>	Chess sim	\$89.95	①	If you want to learn or play chess, look no further	8
<i>Circuit Breakers</i>	Dinky racer	\$79.95	②	Clever top-down racer for four players	9
<i>Colin McRae Rally</i>	Rally sim	\$49.95	②	A compulsory purchase for all racing fans	9
<i>Colony Wars: Vengeance</i>	Space combat	\$59.95	①	Challenging and compelling space combat	9
<i>Command & Conquer</i>	Strategic warfare	\$39.95	①	Military strategy on a very small scale	9
<i>Cool Boarders 3</i>	Snowboard racer	\$69.95	②	Excellent downhill snowboard racing and trickery	8
<i>Crash Bandicoot 2</i>	Platformer	\$39.95	①	The best value-for-money platformer available	9
<i>Crash Bandicoot 3</i>	Platformer	\$69.95	①	The best platformer on the PlayStation – as simple as that	9
<i>Croc 2</i>	3D platformer	\$79.95	②	Reptilian fun complete with gobbos, special challenges and even boat racing	8
<i>Dead or Alive</i>	Beat 'em up	\$69.95	②	Another interesting slant on the fighting game	8
<i>Deathtrap Dungeon</i>	3D adventure	\$89.95	①	A solid, well-designed 3D adventure	8
<i>Destruction Derby 2</i>	Racing game	\$39.95	①	Great value, crash and smash racing	9
<i>Devil Dice</i>	Puzzle	\$59.95	⑤	Eccentric puzzler which intrigues and frustrates	8
<i>Dirt Hard Trilogy</i>	Arcade adventure	\$39.95	①	Three good games for the price of one	8
<i>Doom</i>	First-person shoot 'em up	\$29.95	①	The classic spooky first-person blaster	9

how many have you played





6

Title	Style	Price	Icons	Description	Score
Driver	Car chaser	\$89.95	1	A new concept in driving games, gorgeous to look at, satisfying to play	9
Duke Nukem Time To Kill	First-person shoot 'em up	\$69.95	2	Humorous but violent 3D blaster	9
Everybody's Golf	Arcade golf	\$69.95	4	Arguably the best sports game you can buy	9
Evil Zone	Beat 'em up	\$89.95	2	Girl power hits the fighting circuit	8
FIFA 99	Soccer sim	\$79.95	8	Stunning visuals and lots of fun to play	8
Final Fantasy VII	RPG	\$39.95	1	The best role-playing game ever made	10
Fluid	Interactive music	\$69.95	1	Relaxing aural and visual post-club fare	7
Formula 1 '97	Motor racing sim	\$39.95	2	This is Grand Prix at its best	9
Gex: Deep Cover Gecko	Platformer	\$89.95	1	Great looking platformer with a sense of humour	7
G-Police	Flight sim shooter	\$39.95	1	Great dogfighting and flying gameplay	9
Grand Theft Auto	Car criminal sim	\$39.95	1	Controversial and addictive car-theft sim	8
Gran Turismo	Sports car racing	\$39.95	2	The best racing game ever made. Yet	10
International Track & Field	Athletics sim	\$29.95	4	Finger-bashing multiplayer sports frenzy	7
ISS Pro '98	Soccer sim	\$79.95	2	The best soccer sim on the planet	9
Jonah Lomu Rugby	Rugby sim	\$89.95	2	The best (and only) rugby sim out there	8
Kensei	Beat 'em up	\$89.95	2	Not flash looking, but packs a punch	9
KKND: Krossfire	Strategic warfare	\$89.95	2	Fantastic Australian-made warfare strategy game	9
Knockout Kings	Boxing sim	\$79.95		The top boxing sim at the moment	8
Kurushi	Puzzle	\$69.95		An enthralling mental workout for PlayStation owners	8
Legacy Of Kain: Soul Reaver	3D adventure	\$89.95	1	Tomb Raider with vampires	9
Madden NFL 99	American football sim	\$89.95	8	American football game that appeals to all	8
MediEvil	Arcade adventure	\$39.95	1	Fun and very playable adventure romp	8
MDK	Third-person blaster	\$89.95	1	An intelligent, fun and ground-breaking blaster	8
Mechwarrior 2	3D combat strategy	\$89.95	2	Gripping blasting between lumbering robots	9
Metal Gear Solid	Sneak 'em up adventure	\$89.95	1	Simply the best game ever made	10
Micro Machines 3	Dinky racer	\$49.95	4	Cute and addictive mini racing action	9
Morikey Hero	RPG/Arcade adventure	\$89.95	1	Simple and satisfying adventure – a perfect introduction to RPGs for youngsters	8
Mortal Kombat 3	Beat 'em up	\$89.95	2	A fun old-style gory beat 'em up	8
Motorhead	Racing game	\$49.95	2	Underrated futuristic arcade racing game	9
Music	Music creation	\$79.95	1	Proving that music sounds better with you	9
NBA Live 99	Basketball sim	\$89.95	8	The best basketball game on the PlayStation	9
Need For Speed: High Stakes	Racing game	\$79.95	2	Race the cops on open roads in high performance sports cars	8





Title	Style	Price	Icons	Description	Score
NHL 99	Ice hockey sim	\$79.95	8	The best ice hockey game on the market	8
Oddworld: Abe's Exoddus	Platform adventure	\$69.95	2	More engaging and quirky platform adventuring	8
Oddworld: Abe's Oddyssey	Platform adventure	\$49.95	1	Full of bright ideas and originality	9
Omega Boost	3D shooter	\$59.95	1	The best 3D shooter available on the PlayStation	8
PaRappa The Rapper	Rap 'em up	\$59.95	1	Great fun for adults and ankle-biters alike	9
Player Manager 99	Soccer management	\$79.95	1	One of the best soccer management titles yet	8
Point Blank	Puzzle blaster	\$59.95	2	Highly addictive puzzle game with a gun	8
Porsche Challenge	Sports car racer	\$39.95	2	Realistic and compulsive racer at a cheap price	8
Rage Racer	Sports car racer	\$39.95	1	Fabulous arcade racer with slick visuals	9
Resident Evil	Scary adventure	\$49.95	1	Chilling and gory action with fiendish puzzles	9
Resident Evil 2	Scary adventure	\$49.95	1	More horrific zombie-filled 3D adventuring	9
Ridge Racer	Sports car racer	\$39.95	1	The original PlayStation racer – it still rocks	9
Ridge Racer Type 4	Arcade racer	\$79.95	1	The finest arcade racing game money can buy	9
Rival Schools	Beat 'em up	\$89.95	8	Perfectly balanced fighter – great two-player mode	8
Rollcage	Futuristic racer	\$89.95	2	Fast and furious, it's Wipeout on wheels	9
R-Type Delta	Shoot 'em up	\$89.95	2	Retro blasting to make you weep with happiness	8
Shane Warne Cricket	Cricket sim	\$89.95	4	Joy as cricket comes to the PlayStation	8
Silent Hill	Horror adventure	\$89.95	1	Plenty of gory stuff packed into this disc – don't play this game alone	8
Soul Blade	Beat 'em up	\$39.95	2	Hack and slash 'em up fighting	8
Speed Freaks	Kart racing	\$69.95	4	Cheerful multiplayer racing game with colourful characters and tracks	8





6



Title	Style	Price	Icons	Description	Score
<i>Spyro The Dragon</i>	Platformer	\$59.95	①	Cutesy 3D platformer with much charm	8
<i>Star Wars: The Phantom Menace</i>	3D adventure	\$79.95	①	Accurate and compelling simulation of an amazing movie	9
<i>Street Fighter Alpha 3</i>	Beat 'em up	\$89.95	②	The best of the <i>Street Fighter</i> bunch	9
<i>Street Skater</i>	Skating sim	\$79.95	②	An original, solid, unashamedly arcade effort	8
<i>Super Puzzle Fighter 2</i>	Puzzle	\$89.95	②	Hilariously mad Japanese puzzle antics	7
<i>Syphon Filter</i>	3D adventure	\$69.95	①	Multiple objectives keeps this espionage game interesting	8
<i>Tekken 3</i>	Beat 'em up	\$39.95	②	...unless you count this one as well	10
<i>Time Crisis</i>	Lightgun adventure	\$39.95	①	The grooviest, bloodiest lightgun adventure	8
<i>TOCA: Touring Car Championship</i>	Motor racer	\$39.95	②	Amazingly realistic and detailed racing car sim	9
<i>Tomb Raider</i>	3D adventure	\$39.95	①	The original 3D adventure with Ms Croft	9
<i>Tomb Raider 3</i>	3D adventure	\$89.95	①	The perfect balance of action and exploration	9
<i>Twisted Metal 2</i>	Crash 'em up	\$39.95	②	Smash cars up across Europe for fun	9
<i>Um Jammer Lammy</i>	Musical party game	\$59.95	②	The wacky sequel to <i>PaRappa</i> with a collection of guitar-based tunes	8
<i>V-Rally</i>	Rally racer	\$49.95	②	Tricky and varied rally racing game	9
<i>V-Rally 2</i>	Rally racer	\$89.95	④	Unprecedented quality in a rally game – isn't that reason enough?	10
<i>Vigilante 8</i>	Driving combat	\$89.95	②	Funky car chases and blasting action	8
<i>Warzone 2100</i>	Real-time strategy	\$89.95	①	3D graphics and gameplay are unprecedented in this genre	9
<i>Wild Arms</i>	RPG	\$59.95	①	Slick and polished RPG for true fans	9
<i>Wipeout 2097</i>	Futuristic racer	\$39.95	①	Fantastic-sounding and cool-looking futuristic racer	9
<i>X-Games Pro Boarder</i>	Snowboard racer	\$89.95	①	Easy and fun snowboarder although lacks a little depth	7



on the cd



Step 1: Pop up the lid and place *PSM*'s disc into your lucky PlayStation.



Step 2: Then it really is as simple as pressing Play on your machine. Go on, risk it.



Step 3: Cue Song, PlayStation and then Powerline logos. Finally the game name flashes on a blue background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press Start to play.



Any problems, pop your disc in an envelope to this address and we'll send you a replacement.

Publisher: Activision

Style: Skateboard sim

Demo type: Playable demo

Tony Hawk's Pro Skater

Tony Hawk's Pro Skater's easy-to-pick-up controls make trick combos child's play. In the demo you can either play Hawk himself or Bob Burnquist.

Tony – famous for his 'fat air' – makes good use of the half pipes, bowls and fly-offs scattered around the park. The on-screen stats of Burnquist, on the other hand, indicate that street tricks are more his style. The overall abilities of two of the world's greatest skateboarders won't be disappointing.

Two Modes are available on the demo – Single or Two-player split-screen. You

have two minutes to clock up as high a score as possible, performing all manner of stunts – but any tricks that aren't fully landed will result in nothing more than skin loss. In this game, practice not only makes perfect, it looks pretty impressive too.

Controls

- ↑ – Lean forward/exit bowl
- – Turn/balance (while grinding)
- ↓ – Brake/lean back
- ▲ – Grind
- – Kick trick
- – Grab trick
- ✗ – Crouch and jump
- Select – Camera
- Start – Pause

Hold down ✗ to crouch; release it to jump (ollie). The longer you crouch the higher you'll ollie! To grind hold down ▲ when in the air near a rail, edge, or lip. When airborne, tap ● or ■ plus a direction on the D-Pad to do tricks.

Additional features

In the full game you've a choice of nine pro skaters of varying abilities and ten huge skate parks. As well as single and multiplayer options, you can compete in a half-pipe challenge and test both your street and vert skills in the Trick or Battle Modes.

Further information

Tony Hawk sent us dizzy in *PSM25*'s PrePlay.

Publisher: Yaroz

Style: Strategy

Demo type: Full game (two-player only)

Tanx

Choose Duel, Search and Retrieve, or Capture the Flag Modes.

Controls

Option Screen

- ↑ ↓ – Select option
- ↔ – Change option

In Game

- ↑ – Forward (thrust with hovercraft power-up)
- ↓ – Reverse (disabled with hovercraft power-up)
- ↔ – Rotate left/right
- ✗ – Fire
- – Pause game
- – Lay mine (with mine-layer p/up)
- L1/L2 – Rotate turret left and right (when using turret option)
- R1/R2 – Re-centre turret





Publisher: Infogrames
Style: 3D platformer
Demo type: Playable demo

Bugs Bunny: Lost in Time

Bugs is lost in time. You join him in his escapades as he tries to travel back to the present. In the demo you find yourself in the Stone Age. Your mission is to avoid Elmer Fudd and clones - you'll need pretty nimble fingers to get through this level. Hint - watch out for the ten-ton weights that have a habit of falling from the sky.

Controls

D-Pad - Direction
 ■ - Kick
 × - Jump
 ● - Crouch
 ▲ - Pan view
 L1 - Roll

R1 + direction - Push large rocks
 L2 + R2 - Change view
 × followed by R1 - This will allow you to dive into rabbit holes
 R1 - Lift up/drop small rocks or boxes



Additional features

In the full game, Bugs finds himself battling against arch-rivals Yosemite Sam, Marvin the Martian, Daffy Duck and others through 20 levels set in six eras. These range from the Stone Age to the futuristic Dimension X, and feature bonus levels too. His special abilities include flying using his ears as helicopter blades...

Further information

PSM24 awarded dat wabbit a less-than-dethpicable 7/10.

Publisher: SCEA

Style: Kart racer

Demo type: Playable demo

Speed Freaks

This game is excellent. It tops even the SNES version of Mario Kart. It's unadulterated gaming fun and should be on the shopping list of any gamer.

Our demo gives you the chance to play Single, Multiplayer and Demo Modes as one of six characters. While whizzing around the track, pick up power-ups and weapons - these litter the track in boxes - before steaming into victory. Speed Freaks is addictive enough to wreck any relationship, but it won't: there are Multiplayer Modes, so no-one needs to be left out!

Controls

D-Pad - Steering
 × - Accelerate
 L1 - Powerslide
 R2 - Fire

● - Brake
 ▲ - Camera
 R1 - Powerslide
 R2 - Boost

Additional features

There are plenty of them: 24 tracks, five Play Modes, nine characters (three of them hidden) and, finally, the Vs Mode on the demo is two-player. In the full game you also have the option of three or four-player modes. Top fun all.



Further information

PSM25 awarded a freakish 8/10 to this astonishing automobile action.

Publisher: SCEA
Style: Rock/rap 'em up
Demo type: Playable demo

Um Jammer Lammy

The successor to the much-loved *PaRappa The Rapper*, *Um Jammer Lammy* is just as much fun.

Many characters have changed, but the demo revives old favourite Chop Chop Master Onion, only now he's on stage and has left his dojo to assist Lammy in her search for stardom. To complete the demo, just follow his lead. As joypad symbols appear on the screen and flash, tap the corresponding buttons. Do this and you should stay 'Good' on the rapping scale. If you freestyle instead then, depending on your guitar skills, things could go either way. Our advice is to tap frantically while your friends sit back in awe of your natural sense of rhythm.

Controls

On screen

Additional features

In the full game you follow the progress of Lammy, a young female guitarist with aspirations to stardom. In your quest for fame you must, under the careful tuition of Chop Chop Master Onion, face challenges that include fire-fighting, lumberjacking and child-minding. Oh, and this demo is one-player only.

Further information

Um Jammer Lammy twanged its way to 8/10 in PSM25. Don't be sheepish about buying it.



Publisher: Veroze

Style: Space sim

Demo type: Full game

Decaying Orbit

Not a story about old chewing gum but a space action game centred around your war against the Liaobec Empire.

As the game opens, you are all alone deep within enemy space and your first task is to get home. You must navigate your way through levels filled with planets, nebulae, enemy camps and who knows what else?

Controls (digital)

D-Pad - Direction
 × - Thrust
 ■ - Fire laser
 ▲/● - Use extras

Controls (analogue)

D-Pad - Direction
 × - Thrust
 R1 - Laser
 L1/L2 - Use extras
 R2/L1 - Use extras
 R2/L2 - To scroll through available extras
 (Full game instructions on screen.)

Further information

To find out more, visit the developer's Web site at www.dragonshadow.com





This is the complete guide to using your demo disc

Publisher: Titus
Style: Beat 'em up
Demo type: Playable demo

Evil Zone

This fast-paced manga fight fest is set on the island of I-Praseu. Ten warriors have been brought together to fight the evil witch Ihdurka. Weapons are a little off the wall. Special attacks can use thermo-nuclear explosions, curses and intestine-eating aliens. Gaming modes, include Story, Survival and Practice, as well as the standard One and Two Player Modes.

In the demo you can be Setsuna Saizuki (the schoolgirl), or Danzaiver (who looks like one of the Power Rangers). The Story Mode enables you to fight three battles following the quest of the two characters. There is no time limit to the battles – so fight to the death!

Controls

D-Pad – Move character
▲ – Attack
■ – Defence
● – Cancelling menu setting
✖ – Setting menu
Select/Start – Return to title screen
L1/R1 – Select stage
L2/R2 – Handicap setting
Start – Pause

Additional features

One of the features that makes *Evil Zone* different is the manga-style setting and its animation. Characters will suddenly split into multiple fighters, laser beams shoot out of the sky and atomic explosions appear from nowhere.

Further information

Evil Zone racked up a wicked 8/10 in *PSM23*'s PlayTest.



Publisher: SCEA
Style: Football sim
Demo type: Rolling demo

This Is Football

Set to go head-to-head with the massive licences that already dominate the world of gaming football, *This Is Football* may have what it takes to contend with the long-established benchmarks that are *FIFA* and *ISS*.

Judging by the look of our demo, this one's going to be hot. With SCEA behind it, we can expect nothing less than a AAA title. Sit back, judge for yourselves and salivate until the playable demo arrives in a future *PSM*.

Publisher: SCEA
Style: Beat 'em up
Demo type: Playable demo

Tekken 3

Yes, a demo of the ultimate punch-up, for the few of you who don't own it already. Find out what you're missing.

Controls

↔ – Hold down to walk
↑ – Hold to jump
↓ – Hold to crouch
↑↑ or ↓↓ – Tap up or down twice to quickly sidestep
← – Hold back to block
→→ – Tap forward twice and hold to run
● – Right kick
▲ – Right punch
■ – Left punch
✖ – Left kick
■ + ✖ – Throw (when near opponent)
▲ + ● – Different throw (when near opponent)

Further information

Dust off your archive copy of *PSM14* to read the 10/10 review of this benchmark beat 'em up.



Publisher: Mindscape
Style: Puzzler
Demo type: Playable demo

Rat Attack

Over 40 years after being blasted into space as part of an early experiment, lab rats Washington and Jefferson return to Earth. Equipped with fiendish alien gadgetry, they aim to take over the planet. Good luck to them.

No, wait! Your task is to stop them by catching rats, with the help of an Eraticator. This demo has single and multiplayer options and gives you a choice of three cats. In the Single-Player Mode you need to finish four levels – lounge, kitchen, rifle range and pit. Once you've captured enough rats in each level you face Beefy Bennett.

Controls

D-Pad – Direction
■ – Jump
● – Swipe
✖ – Eraticate
▲ – Special move
R1 – Drop cheese

Additional features

The full version will have over 50 single-player levels, 15+ levels for 2-4 players and eight varied cats.

Further information

Look out for a PrePlay soon.



FAQ

It is with great pleasure that we present the awards for the most frequently asked questions to PSM this month...

Q: I've tried calling the Powerline hotline but I don't have a touch-tone phone. Do you need one? It asks you to dial in numbers and I don't think this works with my old-fashioned dial phone.

A: I'm afraid you do. Do you have electricity where you live?

Q: Will *Final Fantasy Tactics* or *Final Fantasy Collection* be released here?

A: It's not likely. You just might have to be happy with *Final Fantasy VIII*, coming very soon to a PlayStation near you. However, *Final Fantasy Collection* is being released as *Final Fantasy Anthology* in the US, so there might be some hope of a PAL release.

Q: Why were some of the games you advertised last month missing from the disc?

A: We're really sorry, but changes sometimes occur to next month's disc contents after we have gone to press. Most notably of late, we've missed out on *V-Rally 2*, *Carmageddon* and *Silent Hill*. All the demos must go through stringent quality control for bugs; sometimes they don't make the grade and have to be dropped. Be assured we'll bring you those games, plus all the biggest games in the business, as soon as possible.

Q: There's a problem with my PlayStation. What should I do?

A: Call the Sony Consumer Support line on 1802 262 662.

Q: You reviewed *Bloody Roar 2* in issue 22 and had a demo in issue 24. But I can't find it on the shelves.

A: The game is out. Call Ozisoft on 1800 678 921 and they will be able to direct you to a store that has the game near you.

Q: In your July magazine, I saw an ad for a G-Con Bezoote. Can you please contact me and let me know when it will be available?

A: Er, have a look at the smaller print under the description. It's a joke... Well, we thought it was funny, anyway.



Apparently you need to be saved from pirates, babies, girls and soundtracks. Anything else?! Write to: Feedback, Official PlayStation Magazine, GPO Box 4089, Sydney, NSW 1028.



Babysitters' Club

I would like to sing the praises of the PlayStation as the ultimate in parental accessories. With the steady decline of the quality of television, a lot more people of all ages are turning to gaming consoles for their alternative entertainment. We chose the PlayStation as it offered the widest choice of games and styles and with the birth of our first child looming, constantly upgrading my old PC to play the latest games was becoming unaffordable. Little was I to know the PlayStation was to play a major role in maintaining sanity through the stresses of parenthood. My wife played *Spyro the Dragon* during the wee hours of pregnant insomnia and *Crash Bandicoot* saw us sanely through the early stages of labour.

Once our daughter was born, along came the nights of being woken at 2am by a child who, after feeding (bottles) wants to sit and gurgle as I struggle to stay awake. Hurray to the PlayStation!

Not only was *Colin McRae Rally* able to keep me awake by providing litres of adrenaline rush as I weave around the snowy tracks with eyes like a fish, but the constant revving of the car engines slowly returned my daughter to silent slumber. The real problem now is how am I going to put myself to bed



after my daughter has snoozed away almost an hour ago? Like the commercials say, "Do not underestimate the power of PlayStation!"

So from now on, we have got the best out of PlayStation and having it as a tool to help us to cope with our long nights awake with our wonderful baby.

Charles Patterson, WA

Throw Another Girl on the Barbie

I am not a sexist person but I am a little sick of females who write in to your magazine and complain about the lack of games for girls. They try to get their voices heard over the majority of the particular sex who own a PlayStation. I ask you something, what type of game is a

girl's game? One with Barbie in it? I don't think so! If all females thought that games were only directed at males then they wouldn't get a PlayStation.

I'm all for women having PlayStations and we know this! So why do they keep writing in and telling us that?

James, via email

Music Machine

To the people of the main mag. I was just thinking about how bad the music is in some games and how sick and tired I am of the music in *Gran Turismo* when a thought struck my mind: wouldn't it be great if you could plug the PlayStation 2 into your old PlayStation with a cord going from the serial port (or something) of the PlayStation 2, to the con-

Sink the Pirates

Am I the only one who seems to have a problem using copied software? It seems that all the gamers that I know never buy new software. They don't understand why I have such a problem with burning games. One friend of mine has this moral decision-making formula that he uses, which is

as follows: if it's a game that he is hanging out for and really must get,

he doesn't mind paying full price for it. On the other hand, if it's a game that he's not real fussed with, he would copy it. His theory being that if he wasn't real keen on the game, he would never have gone out and bought a new copy in the first place, therefore the software company was never going to get his money anyway. Nice theory, but I'm not convinced. The sooner software developers develop foolproof games that detect mod-chip installed PlayStations and then crash, the better. Arr, ye scurvy dog pirates, ye days are numbered! Bury your game booty and prepare to walk the planks, sea hags. Happy gaming, my law-abiding citizens!

Stephen Jennings, WA

Good on you, Stephen. PSM can not condone piracy in any way, and Sony both in Australia and overseas is working hard to lock up the pirates, using new encryption methods on discs and hiring the best legal firms to track down unscrupulous types who are hurting the industry. Remember folks, if you have any information on pirated PlayStation software, please contact Sony.





ask nino

There isn't any question in the PlayStation universe that our man Nino can't answer.

Q: On *Metal Gear Solid* videos, Snake has an unlimited supply of ammo. Can you tell me how to get an unlimited supply?

Phillip Inger, VIC

R: Finish the game at level once with the gun for any difficulty level by surviving the torture sections. They will give you a save file. Save the game and start the game again like the icon on the memory card should have. Then's the save file, the game file in the file menu will be general. When in the game use the breeding. Any weapon with known in it will never end!

Q: I have *Die Hard Trilogy* and the game is gun-compatible. I tried the Nance G-Con gun, hooked it up as per instructions but it didn't seem to work. Is the Nance gun compatible or not?

Jurgen Schuk, VIC

R: Unfortunately, it's not. Few are supporting the best selling gun on the market at the moment. It will work with most other guns though.

Q: I'm after finding out if you are able to get scratches removed from game discs by resurfacing or repair. I have scratched my best mate's game and I heard a rumour you could get the scratch removed. If so, I would like to get this done before he returns from overseas.

Protek Out, NSW

R: There are some products available like creams and plastic films for repair scratches, but we suggest you only use them if a disc is not working at all. By a good music store.

Q: Will *PIPA 2000* be more life-like? I felt that *PIPA '99* was hopeless and nothing like real life. I liked how you could pick club teams but it was too easy.

Ben, NSW



► troller port of the old PlayStation so that the in-game music of your favourite PlayStation games can be the sweet sounds of your most loved CD! I don't mean just playing the CD, I'm talking about total integration: a different track for each level/menu/etc so the music becomes part of the game. Do you think this is a possibility?

Also on the matter of linking, when you use old PlayStation games in the PlayStation 2, will you still be able to play link-up games using your old PlayStation connected with the new?

PS. The graphics in the new-look mag rock!

Tim Hayward, Tasmania

We'll tell Sony your idea, but I wouldn't be



too hopeful. Regarding link games, we doubt this is going to be possible, and developers haven't been too keen on using the link cable lately, but here's hoping.

Lara Lovers

This letter is for all the non-Lara lovers out there. We're sick and tired of people slagging Lara off. We read a lot of different mags. And most of them slag her off about her big breasts. Us Lara fans don't just love her because she has big breasts, we love her because she's got big breasts, great legs, sexy body and a wicked ass. Lara's the best thing to ever hit the PlayStation, so we reckon you should lay off Lara and let her keep Tomb Raiding.

Michael, Grant, Sean, and Dave, WA.



Monkey Madness

I'm just writing to express the disgust I feel towards creators of games such as the much-hyped *Ape Escape*. Don't get me wrong, it might be a fantastic game except I can't play it! I bought my PlayStation when it had a \$600 price tag and a normal controller which Sony have deemed inferior to play their new game with! It's like making a driving game that can only be played with a steering wheel. Honestly it makes me feel like a PC owner who has to keep buying better hardware to play new games. Come on Sony, think of the people who helped establish the PlayStation and include normal controller compatibility as well.

Kerkin, via email

platform games ever, thanks largely to its superb use of the Analog Controller. It is not a cynical marketing move to make the game Dual Shock-only (if it was, we would have been critical too): It is an essential element to the gameplay.

PSM Persuasion

I thought I would just let you know that your carry case for the PlayStation arrived today. I just wanted to say thanks for it. I know you probably get heaps of emails and just thought I would let you know we appreciate *PlayStation Magazine* sending us presents in the mail. My son loves the PlayStation, and I find it is the only leverage I have to



I'm afraid we have to disagree with you. This industry is all about innovation, and *Ape Escape* is one of the most innovative

WHAT IF?

What if you could play PlayStation in a simulator? It would be awesome to be able to play games such as *Colony Wars: Vengeance* or *Ace Combat 2* in one of those hydraulics-operated simulators that they have at things like Royal Shows and big events. You would have a big screen, very loud surround sound and the whole thing would rock and roll to make it the perfect PlayStation experience.

Colin Holt, Vic





PlayStation games in Australia are among the lowest-priced in the world – there are many titles now retailing for \$69.95 or \$59.95. Great stuff, indeed. You are indeed an observant gamer, and yes, all discs manufactured in Australia will feature the slimmer case. The office is currently divided on whether the cases are an improvement or not.

get him to do his homework, and that is why I subscribed to the magazine. If he doesn't do his homework, then the magazine is mine!

Sharon Hardman, WA

New Puzzle Games

A rather puzzling matter has come to my attention. Over the past couple of weeks, I have noticed some changes in newly released PlayStation software. Firstly a price drop! New games under \$70!! (Thank you Sony). But secondly, I have noticed a change in the quality of the packaging and instruction manuals for the worse. The game cases are now in smaller cases. I hear some people say "Who cares about the packaging?" but I'm curious. The plot thickened, when upon inspection of the discs, I discovered the new discs were no longer made in Austria, but in Australia! Is this to be the new standard of Australian PlayStation software? Is the loss in quality to compensate for the price drop? Will we ever see the proper PlayStation cases again? Is Elvis dead?

Confused Person, via email

Happy as Larry

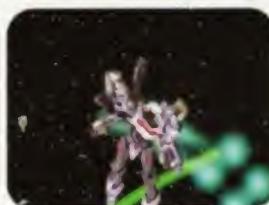
Let me just say your mag is ace. I used to buy other mags but they're crap compared to your mag. The first time I saw issue 24 of the upgraded mag I was in love with it. I will keep buying your mag until I die! Now, I have some questions. What does PSX stand for? Do you think *Syphon Filter* is better than *Metal Gear Solid*? Do you think *Omega Boost* is better than *MechWarrior 2* and *Armoured Core*?

Tristan Somerville, VIC

PSX was the project code-name for PlayStation when it was in development, and has stuck. The X doesn't stand for anything! We prefer *Metal Gear Solid* and *Omega Boost*, but they are all great.

Grand Tourism

Thanks for producing such a top quality mag. The new format is outstanding. Keep it up! Now for those of you who may dispute the longevity of *Gran Turismo*, listen to this. I had



completed the game totally. I had won every race and championship and had all the hidden cars. I have owned this game since its release over a year ago. The game was left on my shelf untouched for a good two or three months. Then, I lost my memory card with the GT game data, so I started again to build up cash and win

not more fun. For those who have finished the game and have not touched it since, wipe your memory card and start again. What a game!!!

Shaun, NSW

Wheely Unfair

Thanks for disc holder. I now have a safe place to put all of my demo disks in. Now onto a more serious issue. *Colin McRae*, *Gran Turismo* and *V-Rally 2* all come to mind when you talk about racing/driving sims. Each has raised the standards of the genre, but what about two wheel racing? I ride and love motorcycles and can only live in hope that some day, some one will bring one out. Also, my mother is over 40 and thoroughly enjoys late night gaming sessions killing zombies in *Res Evil 2* or saving the world from nuclear terrorists in *Metal Gear Solid*. PlayStation is for everyone, and bridges generation gaps.



S Enright, via email

Check out this month's *Castrol Honda* review – and grab *Moto Racer 2*.

RAGE AGAINST THE MACHINE

I really hate it when producers of PlayStation games give a release date and then the game comes out a few weeks or even months after the release date. They should say the release date at least a month after they think it's going to be finished and have the game come out earlier. They don't even tell the shops that it's going to be released later because I ring up shops a few days after the release date and they say that they haven't got it in yet and don't know when it's coming out. So I've been wasting

money ringing up trying to find out when a game's coming in. Some games have reasonable excuses, like *Tomorrow Never Dies*, because they're putting multi-player on it (which I want).

David Houghton, VIC



We sympathise, but we'd much rather have a quality game hit the store shelves than have it rushed out to meet a deadline with bugs or key features missing. We publish release dates as an indication to readers, but you should always keep in mind that making games is a difficult process and often projects slip past their deadlines.

ask nino

R: F1H2 has always been more of an arcade-style kick-around. Maybe you should try the more realistic F13, F1 or the upcoming F1 in F1, F1 in F1 or UEFA Strike games.

Q: I like reading your magazine because it provides a lot of information about new games and I was wondering if the software companies are planning to make games using the Simpsons, or a sports game with the Olympics.

Jessica Ebert, SA

R: Codemasters are making a Sydney Olympics game. Too much for info (nothing there aren't any Simpson games on the horizon).

Q: I bought *Craze* about 8 months ago and have nearly finished it but I still need to get the key from *Lights Out*. I also need the crystal from the first level on the second island. How do you do it?

R: Hastings, QLD.

In *Lights Out*, once the Yellow Gem is activated (The 1st - Island 3) you will find a alternative level end. Using this will give you the key to *Fumbling in the Dark*. The Yellow Gem is placed half-way through. There's a white gem in *Up the Creek*. Once you've located and accessed the Exclamation Box, trek back across the big red path to the waterhole. You'll notice that four big logs are obstructing a path across to the two boxes sitting on the ridge. You can either walk the log path and collect an extra life, or simply jump from the log to the log across. Set the timer on the dynamite and pull the firecracker string line to shoot back up to the log. The dynamite will destroy the left boxes.

Q: I have heard that it is possible to play VCD's on PlayStation. Is this true, and how can I do it?

Michael Robinson, via email

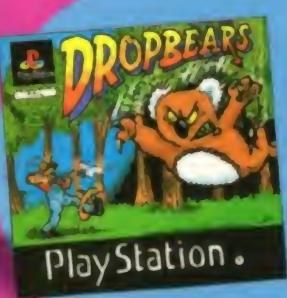
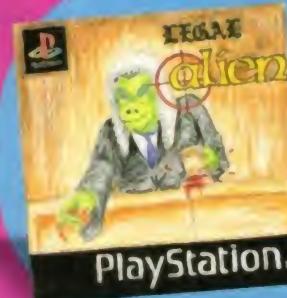
R: It's not possible on PlayStation machines. In fact, Sony released a special white PlayStation that plays video CDs because they are popular over there. PlayStation 2 might play VCDs and DVD movies.



It should be a game

Our regular 'It Should be a Game' showcase makes way this month to announce the 10 winners of the "I've got an idea for a shooty game" competition (PSM 23). Each winner has picked up a Namco G-Con 45 lightgun and can now look forward to serious gun toting' gaming. Send your "it should be a game" entries (which must have a front cover design) to: It Should Be A Game, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028. Here's the best of the best.

The other five winners of the Namco G-Con 45 lightguns are Cameron Brooks (NSW), Lei He (NSW), Brent Watson (Qld), Tracy P (NSW) and Erin Wilson (Vic). Congrats!

THE NAME OF THE GAME	THE RIM OF THE GAME	HOW TO PLAY	THE PSM VERDICT
	<p>Dropbears, from the slightly 'backward' artist extraordinaire, Scotty Harrod of NSW.</p> 	<p>The year is 2013 and strange happenings have been going on; people are losing limbs and being severed by Dropbears. The Dropbears are mutated koalas with bad attitudes that have teamed up with the Hoopsnakes to try and overrun the town! Your job is to stop them.</p>	<p>Shoot all things bad and save all things good. Bad things include the Dropbears and Hoopsnakes but be careful not to shoot any of the cute, good koalas. Be cautious around Dropbears as they have a tendency to eat the like of humans. Plenty of ammo 'pick-ups' to look out for as well.</p> <p>Okay, Scotty got himself a prize 'cos his picture was so cool. But PSM does believe it'd still be a good quirky shoot 'em up with real Aussie flavour.</p>
	<p>Legal Alien, sent by Kristen Pincott of Victoria.</p> 	<p>Some bad students have just graduated from law school on another planet. Due to an excess of lawyers on their home planet they have travelled 300 light years to earth in an attempt to reform our legal system. It's up to you to dispense your own brand of justice and stop them!</p>	<p>You must make sure evidence arrives safely and rescue kidnapped witnesses which are at the hands of the corrupt alien judges. Protect real judges from early retirement and keep law and order in earth's halls of justice! Sounds like a big job...</p> <p>Is our law system that perfect we need to go to such lengths to protect it? Probably not, but sounds like a fun shoot 'em up anyway.</p>
	<p>Kelly's Last Stand from Simon Williams of NSW.</p> 	<p>You can either play as infamous outlaw Ned Kelly, or one of the British police who are on a mission to capture Ned and his gang. If you're playing as Ned, you want to get the hell out of Dodge, but as a cop you do the chasing. A multi-player mode would be available for shootouts with your mates.</p>	<p>Ned was a renowned cop killer, and in this game you take on his identity. So as gruesome as it sounds, blast away to get away!</p> <p>Here's your chance to break away from being a regular law-abiding citizen. Don't take this kind of behaviour onto the streets or you'll start making enemies, and plenty of them.</p>
	<p>Egsterminator, an eggcellent concept from Michael Wentworth-Perry of ACT.</p> 	<p>You're a chicken escapee from "Batteries Incorporated". You must get yourself out of the building as well as rescue your fellow fowl. Oh yeah, you have a modified gun that shoots eggs to get you on your way. Well get to it. What are you, chicken?</p>	<p>Keeping up with a sufficient amount of ammo is the toughest thing to do in this game. As well as trying to escape, you've gotta lay eggs so you can shoot them. Your friends can also provide you with some of their eggs but they might not always be around when you need them.</p> <p>Sounds like good fun to PSM. A few more guns wouldn't go astray. Perhaps one that cooks the egg before it shoots out, so it's rock hard?</p>
	<p>Bombshell, from someone in Brisbane, Qld. They forgot to attach their name to their winning entry! Don't worry, we have your address and we'll track you down.</p> 	<p>Plenty of missions with even more stealth and strategy required. You are an FBI agent who is assigned different missions to investigate terrorist activity. Ammo, heavy artillery - this is a shoot 'em up with true grunt.</p>	<p>As the game cover indicates, there'll be plenty of gore and blood dripping from your screen. The bigger the weapon, the more blood it brings. Basically, a bloody shootout fest. <i>Bombshell</i> was the sickest game concept of the lot.</p> <p>At least you're aiming at a TV screen instead of a real human or innocent bird-life...</p>

And the winners are...

There will be plenty of grins on *PSM* readers' faces this month. Here we announce the winners of our *Ape Escape*, E3 goodies, Pizza and Australia's Best PlayStation Gamer competitions.

Our *Ape Escape* competition proved much more popular than John Howard, although some readers did have difficulty with picking the monkey from the line-up.

Julie Parker (VIC), Mark Russell (QLD), Narelle Eckert (ACT), Thomas Flood (QLD) and Trudy Ensby (NSW) have all won *Ape Escape* Dual Shock game packs and can now all go bananas. For the record, the answer was John Howard!

Steve Leiberman (VIC) gets the E3 goodies. His entry: "I think the silver thingy is some kind of finger spa. Filled with warm water and your favourite bath salts, it provides soothing relief



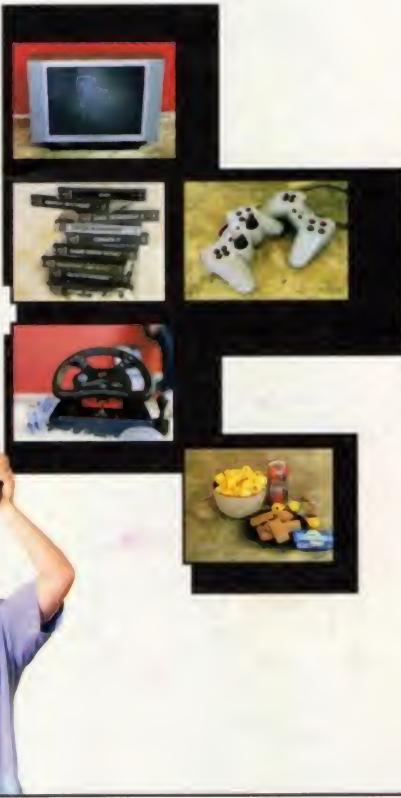
for Dual Shock-strained fingers." Excellent.

Pizzas and Snacks cookbooks winners: Daniel Terjesen (VIC), Robbie Colvin (SA), Richard Torrens (NSW), Rebecca Howe (NSW), Andrew Riordan (NSW), Anna Sokol (QLD), Alick Clark

(NT), Rachel Seach (WA), Greg McLean (TAS), Lance Smith (VIC), Ian Turner (WA), Lachlan Blundell (QLD), Al Park (NSW), Louise Martin (WA), Daniel Salem (NSW), Brendan Cowell

(VIC), Emma Davies (SA), Nick Hansen (NSW), Cherise Reed (SA) and Kat Gill (SA). *Bellissimo!*

Of course, who could forget Australia's Best Games Player? Please send all cheerios to the newly crowned Australian champion of videogaming, Paul Stapleton. See news to read more about the brilliant mystery man himself! And because we're so generous and there were so many high-quality entries, we'll be sending out the following five runners up Limited Edition *Ridge Racer Type 4* Collectors' Packs, courtesy of the good folks at Sony. Congratulations to Jamie Stapleton (NSW, no relation to Paul), Stephan Mamic (QLD), Andrew Moriarty, (NSW), Ryan Metcalfe (WA) and Ron Robertson (QLD).



Australias Largest

PlayStation

- 046 *Colony Wars: Veng.*
- 047 *Command & Conquer: Retail*
- 048 *Command & Conquer: Red*
- 049 *Contra: Legacy of War*
- 050 *Cool Boarders 2*
- 051 *Cool Boarders 3*
- 052 *Courier Crisis*
- 053 *Crash Bandicoot 1*
- 054 *Crash Bandicoot 2*
- 055 *Crash Bandicoot 3*
- 056 *Crime Killer*
- 057 *Croc: Legend*
- 058 *Crusader: Re Remorse*
- 059 *Cyberoids*
- 060 *Dark Forces*
- 061 *Dead or Alive*
- 062 *Death Trap Dungeon*
- 063 *Descent*
- 064 *Deacon 5*
- 065 *Deriction derby 2*
- 066 *Diablo*
- 067 *Die Hard Trilogy*
- 068 *Dragon Seeds*
- 069 *Duke Nukem: Time to Kill*
- 070 *Duke Nukem: Meltdown*
- 071 *Dynamite Boxing*
- 072 *Elemental Gearball*
- 073 *ESPN Extreme Games*
- 074 *Everybody's Golf*
- 075 *FIFA 98*
- 076 *FIFA 99*
- 077 *Fighting Force*
- 078 *Fighting Illusion: K1-Kev*
- 079 *Final Doom*
- 080 *Final Fantasy 7*
- 081 *Formula 197*
- 082 *Formula 198*
- 083 *Formula Karts*
- 084 *Forsaken*
- 085 *Frenzy*
- 086 *Future Cop L.A.P.D.*
- 087 *Curious Sir*
- 088 *G Police*
- 089 *Gas: Enter the Gecko*
- 090 *Ghost in the Shell*
- 091 *Gran Turismo*
- 092 *Grand Theft Auto*
- 093 *Grand Tour Racing 98*
- 094 *Guilty Gear*
- 095 *Heart of Darkness*
- 096 *Hot Shots Golf*
- 097 *LS Soccer Pro 98*
- 098 *Independence Day*
- 099 *Indy 500*
- 100 *J. McGrath Super X 98*
- 101 *Jet Moto 2*
- 102 *Judge Dredd*
- 103 *K-1 Arena Fighters*
- 104 *Kagoro Deception 2*
- 105 *Klono*
- 106 *Knockout Kings*
- 107 *Krazy Ivan*
- 108 *Kula World*
- 109 *Liberi Grande*
- 110 *M.X. 4*
- 111 *M.X. Mythologys*
- 112 *M.X. Trilogy*
- 113 *Madden NFL 99*
- 114 *Madden NFL 00*
- 115 *Moss Destruction*
- 116 *Max Force*
- 117 *MDX*
- 118 *Medevil*
- 119 *Megaman Legends*
- 120 *Mervil S Hero's V's St. Fight*
- 121 *Metal Gear Solid*
- 122 *Metal Slug*
- 123 *Micro Machines V3*
- 124 *Monster Trucks*
- 125 *Motor Racer*
- 126 *Motor Racer 2*
- 127 *Motorhead*
- 128 *MTB Dirt Cross*
- 129 *N2O - Nitrous oxide*
- 130 *Nascar 98*
- 131 *Nascar 99*
- 132 *NBA Live 98*
- 133 *NBA Live 99*
- 134 *NBA Shoot Out 98*
- 135 *Need for Speed 2*
- 136 *Need for Speed 3*
- 137 *NFL Blitz*
- 138 *NFL Gamday 99*
- 139 *NHL 98*
- 140 *NHL 99*
- 141 *NHL Face Off 98*
- 142 *NHL Powerplay 98*
- 143 *Ninja: Shadows*
- 144 *Nuclear Strike*
- 145 *O.B.T.*
- 146 *Oddworld: Abe's Ex.*
- 147 *Oddworld: Abe's Odd.*
- 148 *One*
- 149 *Pandemonium 1*
- 150 *Pandemonium 2*
- 151 *Parasite Eve*
- 152 *Parrappa The Rapper*
- 153 *Pit Fall 3D*
- 154 *Pocket Fighter*
- 155 *Porsche Challenge*
- 156 *Poxy Pay*
- 157 *Psychedeck*
- 158 *R-Type Delta*
- 159 *R-Types*
- 160 *Rally Cross*
- 161 *Rally Cross 2*
- 162 *Rally de Africa*
- 163 *Rapid Racer*
- 164 *Rayman*
- 165 *Rebel Assault 2*
- 166 *Red Asphalt*
- 167 *Reloaded*
- 168 *Resident Evil 2*
- 169 *Resident Evil: B.C.*
- 170 *Ridge Racer Rev.*
- 171 *Rival Schools*
- 172 *Riven: Sequel to Myst*
- 173 *Road Rash 3D*
- 174 *Rouge Trip: 2012*
- 175 *Running Wild*
- 176 *SCARS*
- 177 *Shadow Master*
- 178 *Shane Warne 99*
- 179 *Side Pocket 3*
- 180 *Slim City 2000*
- 181 *Skull Monkeys*
- 182 *Small Soldiers*
- 183 *Smash Court*
- 184 *Soul Blade*
- 185 *Soviet Strike*
- 186 *Spice World*

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- 235 *WCW/WNO Thunder*
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- 237 *WHD 9*
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- 240 *WWF In Your House*
- 241 *WWF War Zone*
- 242 *X-Men V's St. Fighter*
- 243 *Z*

- 244 *Need for Speed: High Stakes*
- 245 *Rollage*
- 246 *Rampage 2: Universal Tour*
- 247 *Contender*
- 248 *Sex 3-Deep Cover*
- 249 *Max Power Racing*
- 250 *Army Men 3D*
- 251 *Chocobo Racing*
- 252 *Dead in the Water*
- 253 *Fishermen's Bait: A Bass Challenge*
- 254 *Syphon Filter*
- 255 *Bugratt: Search for Reptar*
- 256 *Bloody Bear 2*
- 257 *Silent Hill*
- 258 *Eliminator*
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bruce mcavaney

He's one of the best sports commentators in the country so it's no wonder EA approached him to lend his voice to *AFL '99*. He's also computer illiterate so he doesn't have any tips for the game, but he does for who's gonna take out the Brownlow medal...

Official PlayStation Magazine: Hey Bruce, we loved your call on *AFL '99*. How did you get involved with EA?

BM: McAvaney: I was approached to help EA get the licence from the AFL – and it virtually went from there.

PSM: Did you enjoy the experience recording the commentary for *AFL '99*?

BM: Yeah, I really did. It was certainly different to calling a footy match because it was a lot more structured. It didn't take as long as we expected and it was fascinating to see how they actually put it together.

PSM: How many lines did you need to record?

BM: Felt like thousands. You have to cover all the bases, going through every player for each of the 16 teams. Then you put them all into different circumstances.

PSM: What do you think of the game?

BM: I'm computer illiterate, so I'm not the best judge. I have had great feedback though and it's an exciting concept. I think EA has done a great job with it.

PSM: What do you think is the best feature of the game?

BM: Just the fact that you can play it against somebody else. If you're a fan you can live it in a totally hands-on way.

PSM: Any tips you can give new players?

BM: Not really. I struggle when it comes to computers or anything technical. It probably helps a bit to know how the game works in reality – so you should probably watch as many live matches as possible!

PSM: Any tips on who will take out the flag this year? Who do you think will win the Brownlow medal?

BM: The Brownlow... Matthew Richardson from the Tigers, I think. And the grand final – Western Bulldogs.

PSM: How would you feel about calling an Olympics game for the PlayStation?

BM: The mind boggles at how 28 sports could be put into a

game... Think that might take a lot more to put together than the AFL game.

PSM: You must be looking forward to the Olympics.

BM: Absolutely. The momentum is really starting to build up. I'm off to the World Championships of athletics shortly and that's probably the last major event for me before the Olympics – so I'm getting pretty excited.

PSM: Do you have a PlayStation at home?

BM: We do have one. My four-year-old son isn't too bad at it. He's very keen on the *Bug's Life* game – and also *Hercules* and *World Cup Soccer*, but *AFL '99* is a bit beyond him. I have never played a videogame! But I am looking forward to my kids teaching me.

PSM: You were quite a keen sportsman as a young tacker. Do you think you would have played games like *AFL '99* on rainy days if you had the chance?

BM: No doubt about it.

PSM: From the sports games you have seen, do you think they are close to the real thing?

BM: Incredibly close. I really admire whoever has put in the research to get it all together. I'm fascinated by the fact that so many aspects of each game can be translated to the screen and hand controls.

PSM: Do you like the sound of your own voice? Are you happy with the end result on *AFL '99*?

BM: I have to say that I go out of my way not to listen to myself. I never watch replays of anything I've done. You are always your harshest critic.

PSM: Is commenting your dream job?

BM: I think I have probably got the best job in the world – for me, anyway. It could have been a very different scenario. I had a few very lucky breaks and I really do appreciate what I've got.

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